

WHAT'S NEW IN NORMALIZ?

RICHARD SIEG

JOINT WITH
WINFRIED BRUNS
& CHRISTOF SÖGER



UNIVERSITÄT
OSNABRÜCK



WHAT'S

NORMALIZ?

NORMALIZ

WHAT'S

NORMALIZ?

open
source

Linux, Mac &
Windows

C++
(boost &
GMP)

GUI Interface
jNormaliz

NORMALIZ

PyNormaliz

C++ library
libnormaliz

Paralleliza-
tion
(OpenMP)

WHAT'S

NORMALIZ?

open
source

Linux, Mac &
Windows

C++
(boost &
GMP)

GUI Interface
jNormaliz

NORMALIZ

PyNormaliz

C++ library
libnormaliz

Paralleliza-
tion
(OpenMP)

VERSION 3.2.0 JUST RELEASED!

<http://www.math.uos.de/normaliz>

WHAT'S

NORMALIZ?

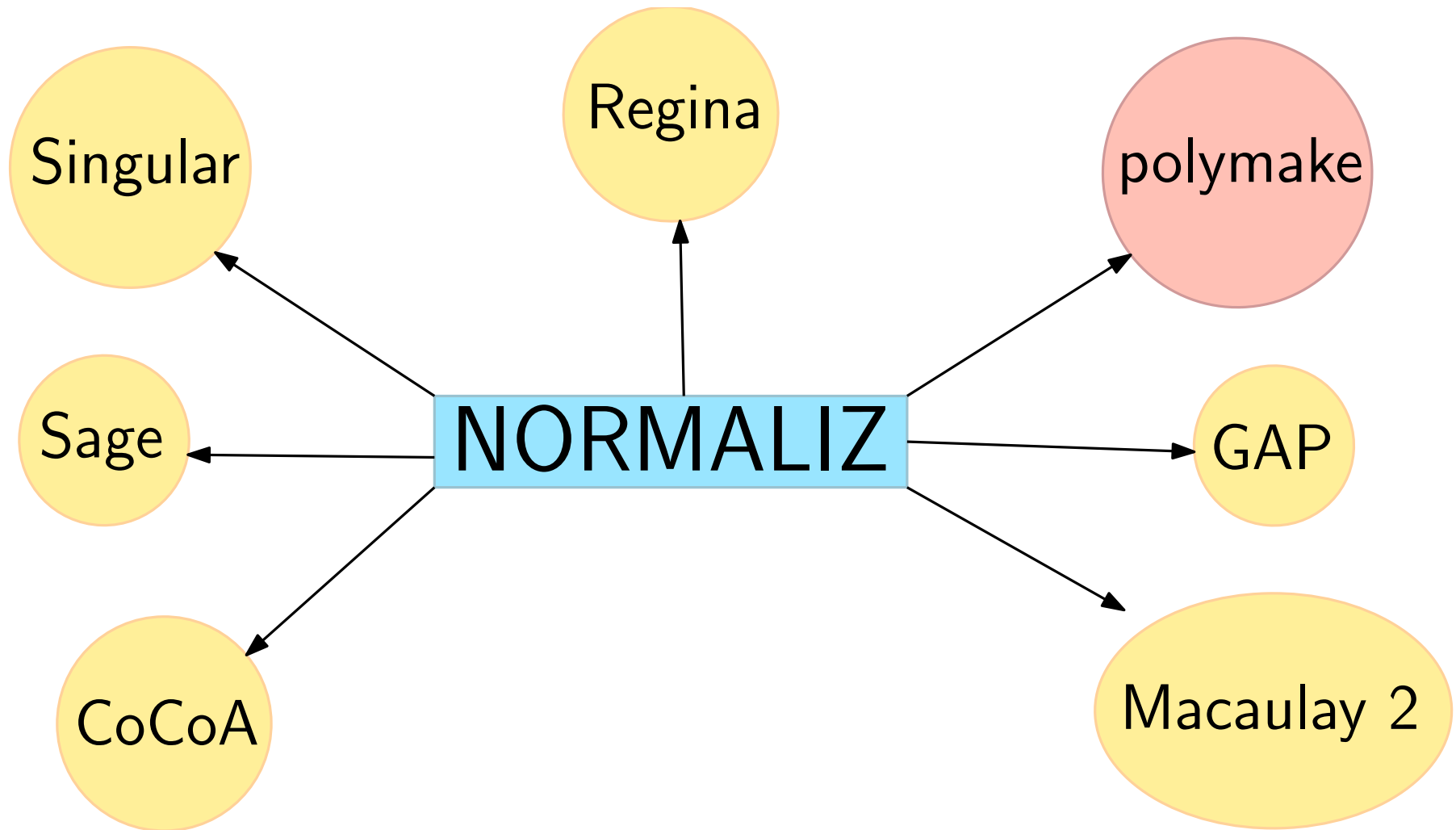


NORMALIZ



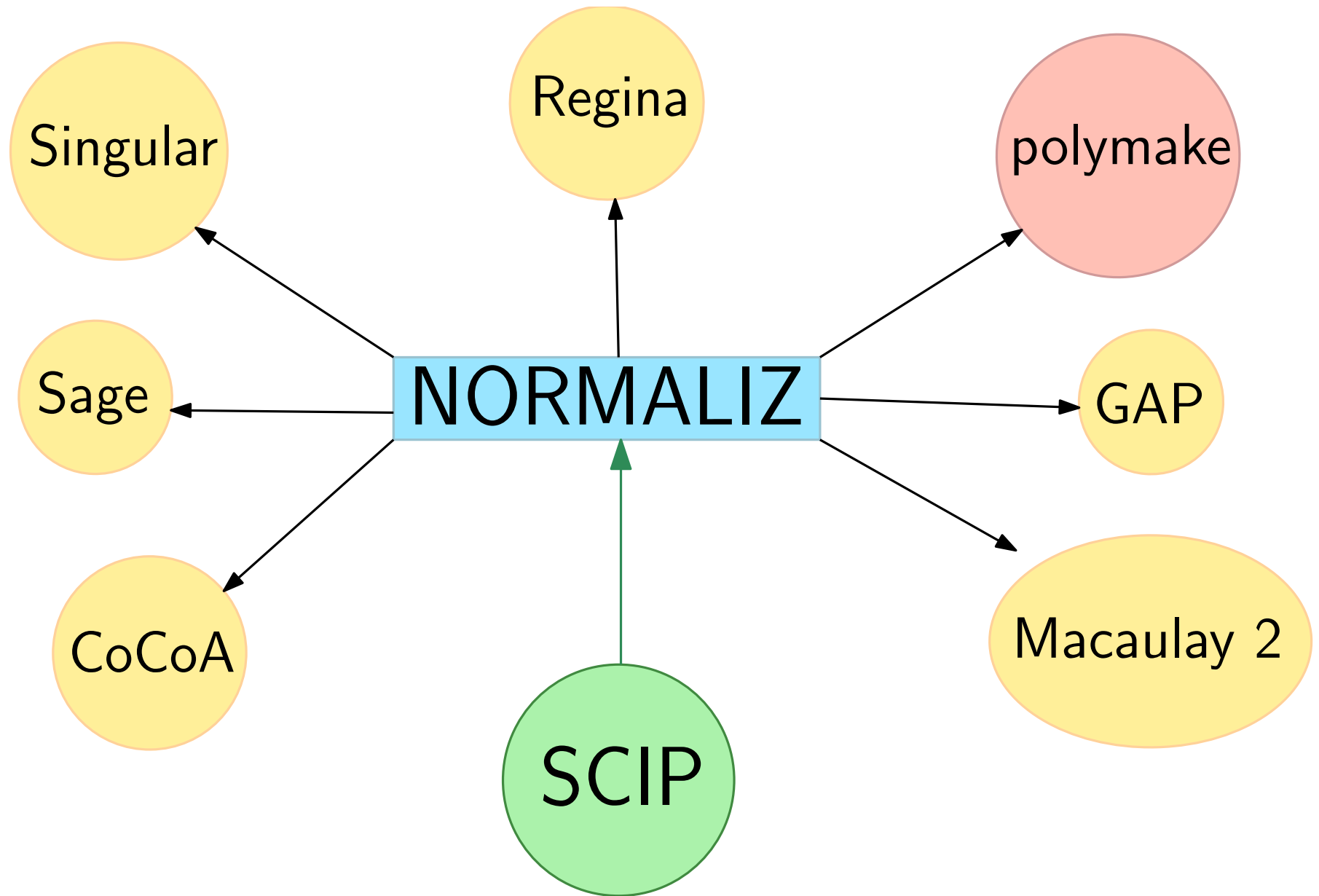
WHAT'S

NORMALIZ?



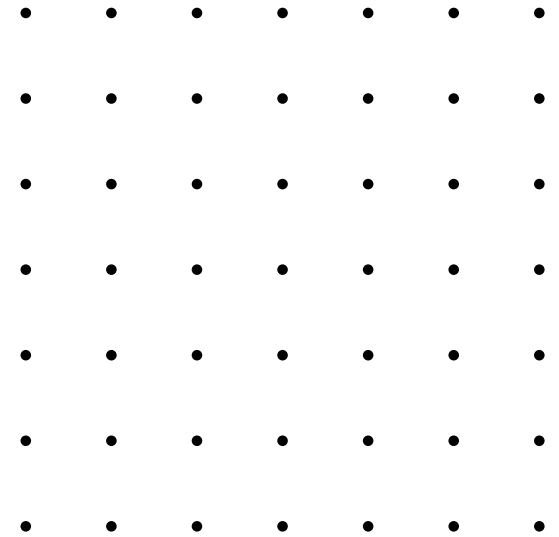
WHAT'S

NORMALIZ?



Rational Cones

L ... a lattice (subgroup of \mathbb{Z}^d)



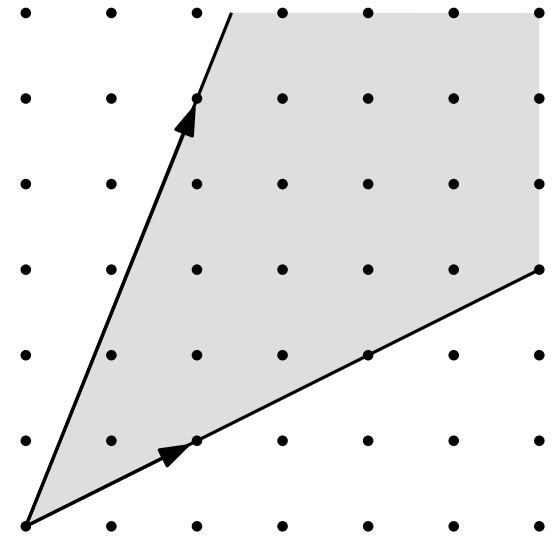
Rational Cones

L ... a **lattice** (subgroup of \mathbb{Z}^d)

C ... a **(rational polyhedral) cone**

$$\begin{aligned} C &= \text{cone}(x_1, \dots, x_n) \subset \mathbb{R}^d \\ &= \{a_1 x_1 + \dots + a_n x_n \mid a_1, \dots, a_n \in \mathbb{R}_+\} \\ &= \{x \in \mathbb{R}^n \mid Ax \geq 0\} \end{aligned}$$

with a generating system $x_1, \dots, x_n \in \mathbb{Z}^d$.



Rational Cones

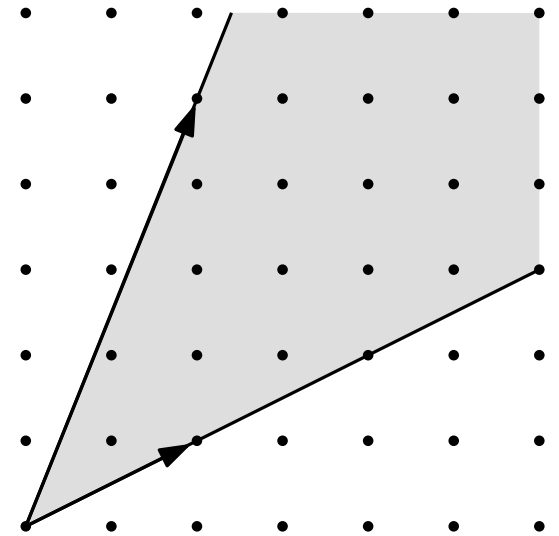
L ... a **lattice** (subgroup of \mathbb{Z}^d)

C ... a **(rational polyhedral) cone**

$$\begin{aligned} C &= \text{cone}(x_1, \dots, x_n) \subset \mathbb{R}^d \\ &= \{a_1 x_1 + \dots + a_n x_n \mid a_1, \dots, a_n \in \mathbb{R}_+\} \\ &= \{x \in \mathbb{R}^n \mid Ax \geq 0\} \end{aligned}$$

with a generating system $x_1, \dots, x_n \in \mathbb{Z}^d$.

C **simplicial**: x_1, \dots, x_n linearly independent



Rational Cones

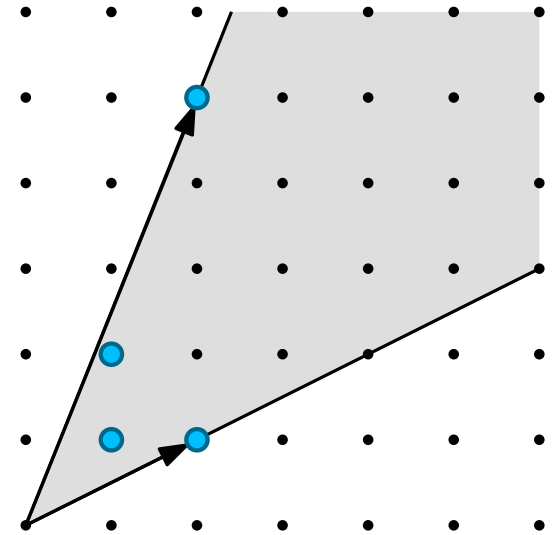
L ... a **lattice** (subgroup of \mathbb{Z}^d)

C ... a **(rational polyhedral) cone**

$$\begin{aligned} C &= \text{cone}(x_1, \dots, x_n) \subset \mathbb{R}^d \\ &= \{a_1 x_1 + \dots + a_n x_n \mid a_1, \dots, a_n \in \mathbb{R}_+\} \\ &= \{x \in \mathbb{R}^n \mid Ax \geq 0\} \end{aligned}$$

with a generating system $x_1, \dots, x_n \in \mathbb{Z}^d$.

C **simplicial**: x_1, \dots, x_n linearly independent

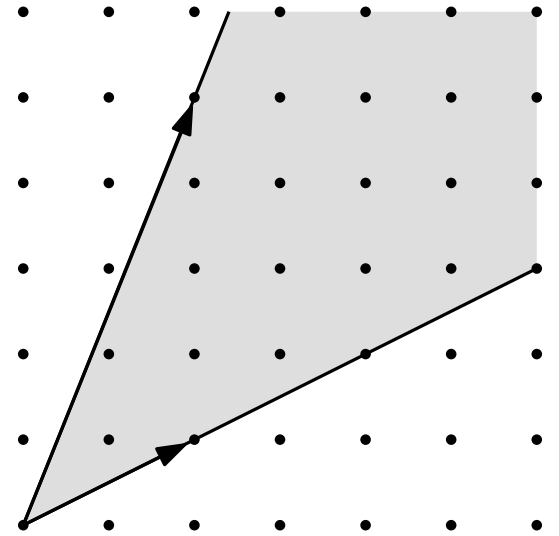


Theorem [Gordan's Lemma]

Let $C \subset \mathbb{R}^d$ be the cone generated by $x_1, \dots, x_n \in \mathbb{Z}^d$. Then $C \cap L$ is an affine monoid M , i.e. a finitely generated submonoid of \mathbb{Z}^d .

The Tasks of Normaliz: Hilbert Basis

Assume C **pointed**: $x, -x \in C \Rightarrow x = 0$.

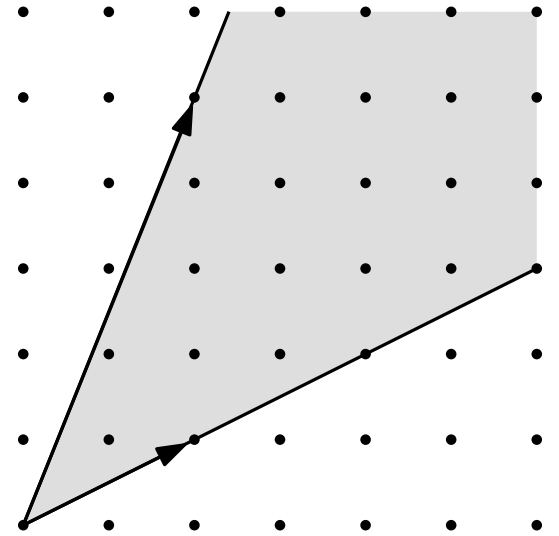


The Tasks of Normaliz: Hilbert Basis

Assume C **pointed**: $x, -x \in C \Rightarrow x = 0$.

$x \in M = C \cap L, x \neq 0$ is **irreducible**:

$$x = y + z \Rightarrow y = 0 \text{ or } z = 0.$$

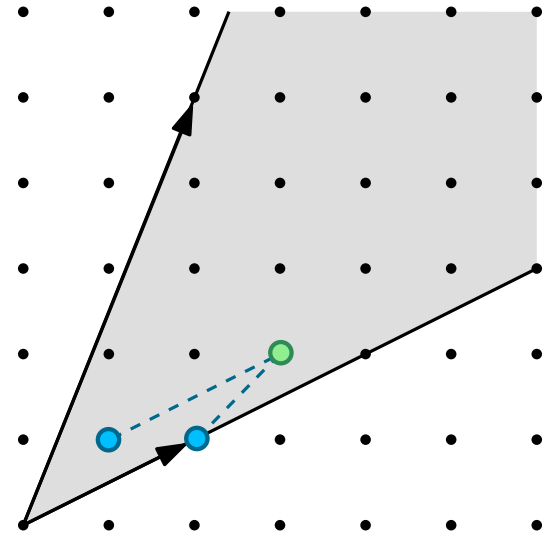


The Tasks of Normaliz: Hilbert Basis

Assume C **pointed**: $x, -x \in C \Rightarrow x = 0$.

$x \in M = C \cap L, x \neq 0$ is **irreducible**:

$$x = y + z \Rightarrow y = 0 \text{ or } z = 0.$$

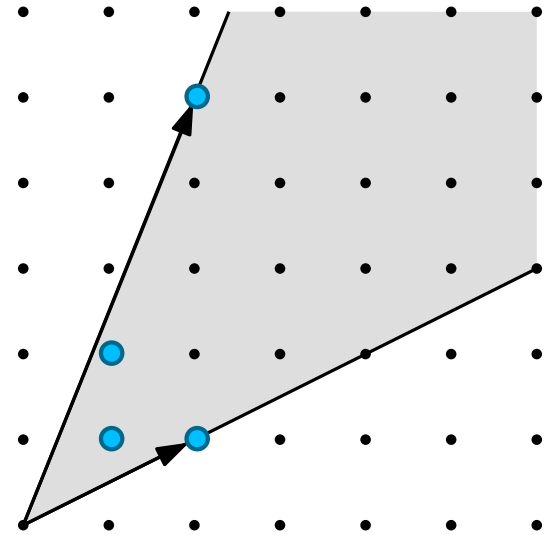


The Tasks of Normaliz: Hilbert Basis

Assume C **pointed**: $x, -x \in C \Rightarrow x = 0$.

$x \in M = C \cap L, x \neq 0$ is **irreducible**:

$$x = y + z \Rightarrow y = 0 \text{ or } z = 0.$$



Theorem

There are only finitely many irreducible elements in $C \cap L$ and they form the unique minimal system of generators, the **Hilbert Basis**.

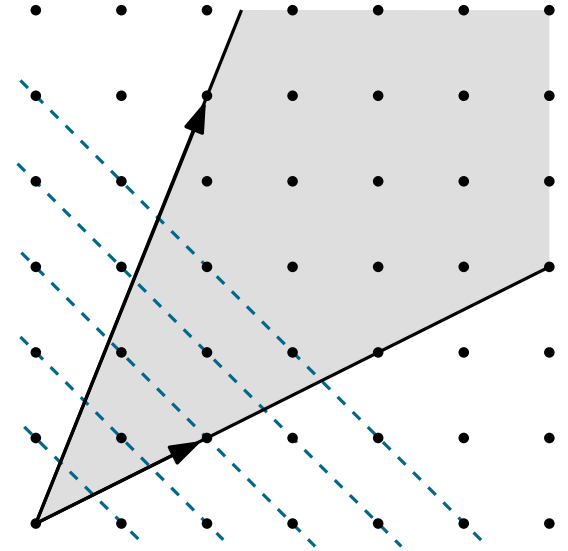
The Tasks of Normaliz: Hilbert Series

Second main task: Count lattice points by degree
Hilbert (Ehrhart) function

$$H(M, k) = \#\{x \in M \mid \deg x = k\}$$

Hilbert (Ehrhart) series

$$H_M(t) = \sum_{k=0}^{\infty} H(M, k)t^k.$$



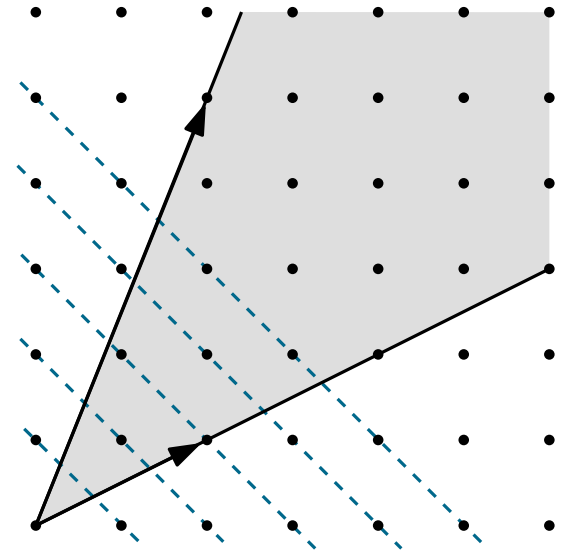
The Tasks of Normaliz: Hilbert Series

Second main task: Count lattice points by degree
Hilbert (Ehrhart) function

$$H(M, k) = \#\{x \in M \mid \deg x = k\}$$

Hilbert (Ehrhart) series

$$H_M(t) = \sum_{k=0}^{\infty} H(M, k)t^k.$$



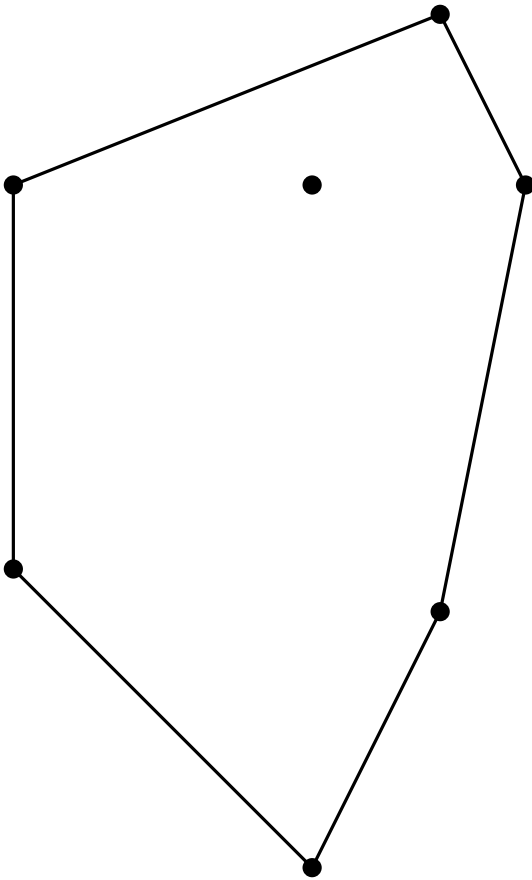
Theorem [Hilbert-Serre, Ehrhart]

- ★ $H_M(t)$ is a rational function.
- ★ $H(M, k)$ is a quasi-polynomial for $k \geq 0$.

Normaliz Algorithm

In the Normaliz algorithm:

- ★ Preparatory coordinate transformation, s.t. the cone is full dimensional and $L = \mathbb{Z}^d$.

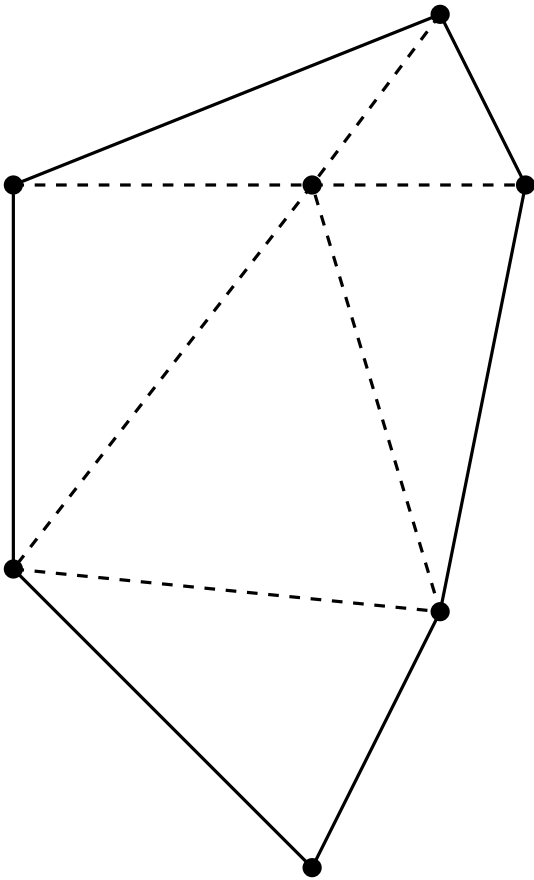


cross section

Normaliz Algorithm

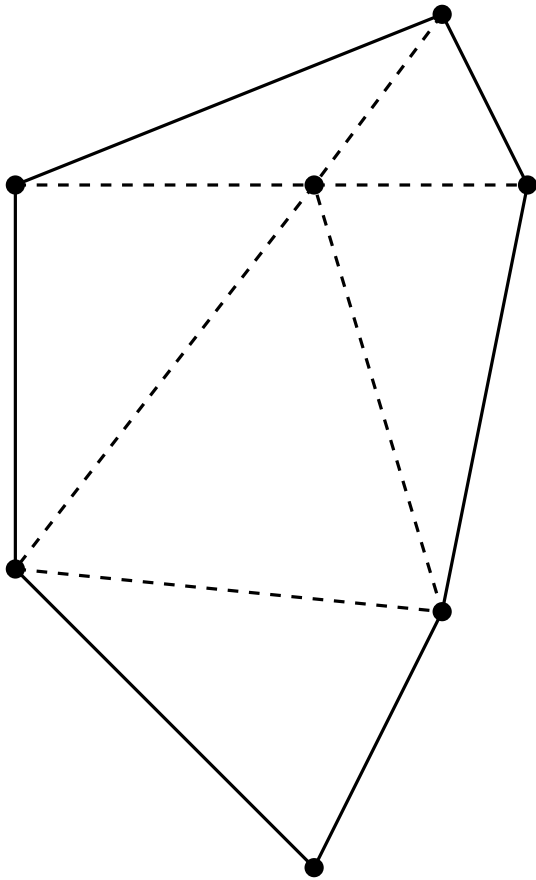
In the Normaliz algorithm:

- ★ Preparatory coordinate transformation, s.t. the cone is full dimensional and $L = \mathbb{Z}^d$.
- ★ Compute a **triangulation** of the cone, that is a face-to-face decomposition into simplicial cones. Simplicial cones are generated by linearly independent vectors.



cross section

Normaliz Algorithm

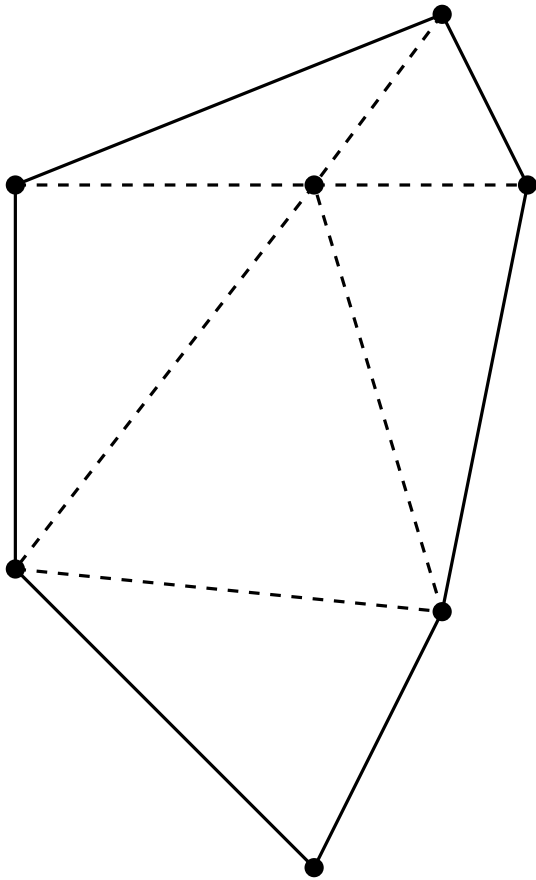


cross section

In the Normaliz algorithm:

- ★ Preparatory coordinate transformation, s.t. the cone is full dimensional and $L = \mathbb{Z}^d$.
- ★ Compute a **triangulation** of the cone, that is a face-to-face decomposition into simplicial cones. Simplicial cones are generated by linearly independent vectors.
- ★ Evaluate the simplicial cones in the triangulation independently from each other.

Normaliz Algorithm

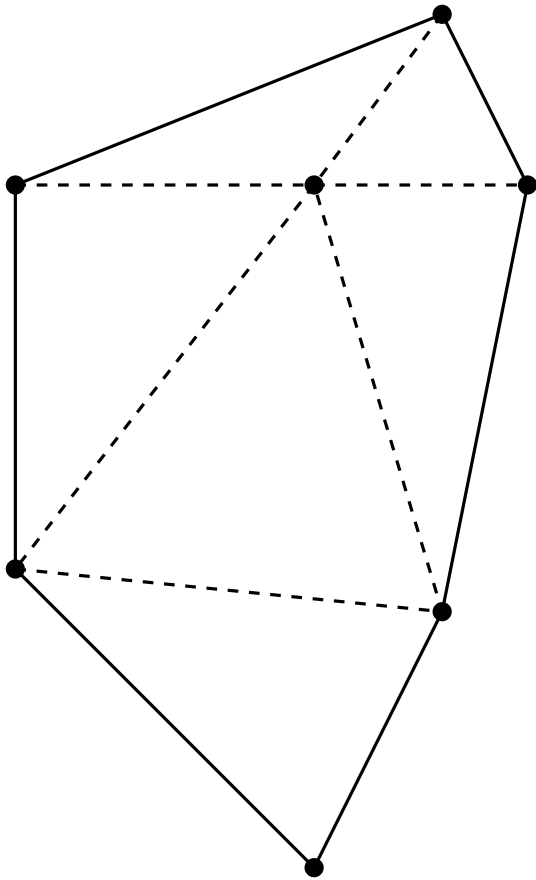


cross section

In the Normaliz algorithm:

- ★ Preparatory coordinate transformation, s.t. the cone is full dimensional and $L = \mathbb{Z}^d$.
- ★ Compute a **triangulation** of the cone, that is a face-to-face decomposition into simplicial cones. Simplicial cones are generated by linearly independent vectors.
- ★ Evaluate the simplicial cones in the triangulation independently from each other.
- ★ Collect the data from the simplicial cones and process it globally.

Normaliz Algorithm

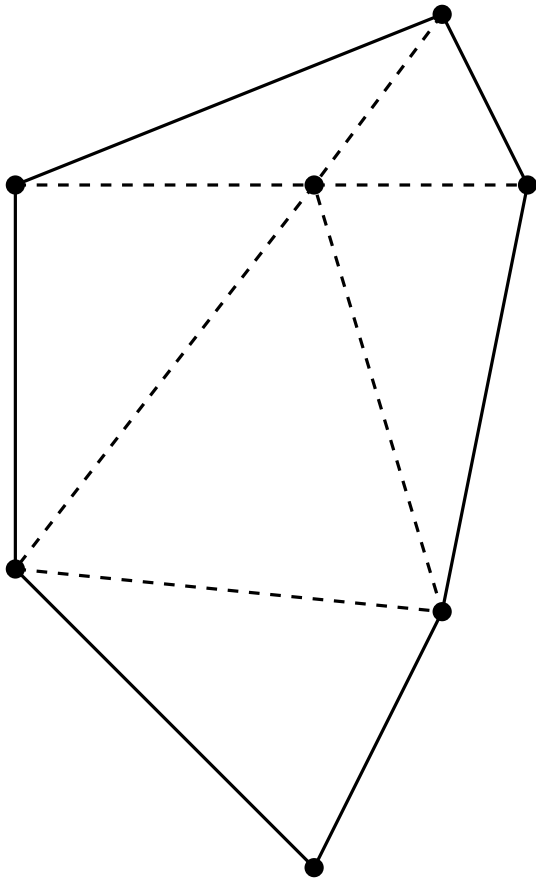


cross section

In the Normaliz algorithm:

- ★ Preparatory coordinate transformation, s.t. the cone is full dimensional and $L = \mathbb{Z}^d$.
- ★ Compute a **triangulation** of the cone, that is a face-to-face decomposition into simplicial cones. Simplicial cones are generated by linearly independent vectors.
- ★ Evaluate the simplicial cones in the triangulation independently from each other.
- ★ Collect the data from the simplicial cones and process it globally.
- ★ Inverse coordinate transformation.

Normaliz Algorithm



cross section

In the Normaliz algorithm:

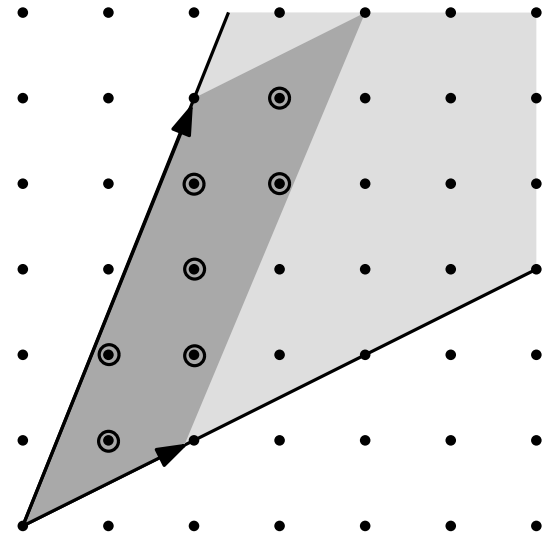
- ★ Preparatory coordinate transformation, s.t. the cone is full dimensional and $L = \mathbb{Z}^d$.
- ★ Compute a **triangulation** of the cone, that is a face-to-face decomposition into simplicial cones. Simplicial cones are generated by linearly independent vectors.
- ★ Evaluate the simplicial cones in the triangulation independently from each other.
- ★ Collect the data from the simplicial cones and process it globally.
- ★ Inverse coordinate transformation.

Simplicial Cones

$S = \text{cone}(x_1, \dots, x_d)$ simplex. Then

$$E = \underbrace{\{q_1x_1 + \dots + q_dx_d \mid 0 \leq q_i < 1\}}_{\pi} \cap \mathbb{Z}^d$$

together with x_1, \dots, x_d generate the monoid $S \cap \mathbb{Z}^d$.



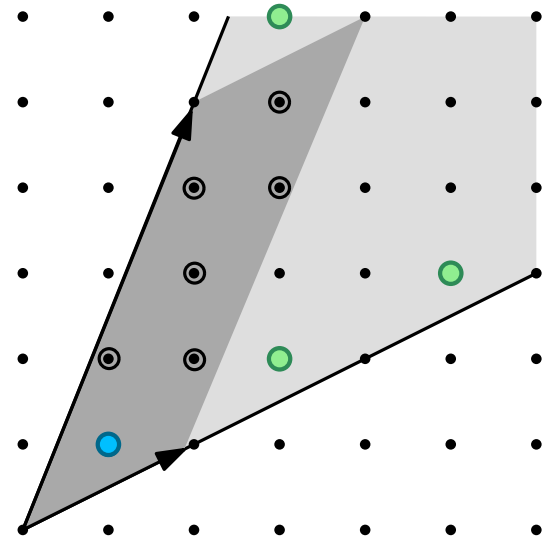
Simplicial Cones

$S = \text{cone}(x_1, \dots, x_d)$ simplex. Then

$$E = \underbrace{\{q_1x_1 + \dots + q_dx_d \mid 0 \leq q_i < 1\}}_{\pi} \cap \mathbb{Z}^d$$

together with x_1, \dots, x_d generate the monoid $S \cap \mathbb{Z}^d$.

Every residue class in \mathbb{Z}^d/U , $U = \mathbb{Z}x_1 + \dots + \mathbb{Z}x_d$, has exactly one representative in E .



Simplicial Cones

$S = \text{cone}(x_1, \dots, x_d)$ simplex. Then

$$E = \underbrace{\{q_1x_1 + \dots + q_dx_d \mid 0 \leq q_i < 1\}}_{\pi} \cap \mathbb{Z}^d$$

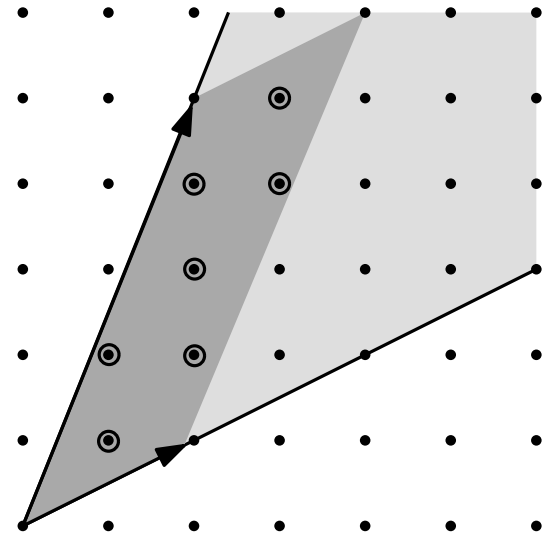
together with x_1, \dots, x_d generate the monoid $S \cap \mathbb{Z}^d$.

Every residue class in \mathbb{Z}^d/U , $U = \mathbb{Z}x_1 + \dots + \mathbb{Z}x_d$, has exactly one representative in E .

Normaliz generates the points in E . They are candidates for the Hilbert Basis and their number is given by the volume of the simplex

$$|E| = \text{vol}(S) = \det(x_1, \dots, x_d).$$

The points in E are then reduced to a Hilbert Basis of $S \cap \mathbb{Z}^d$.



Simplicial Cones

$S = \text{cone}(x_1, \dots, x_d)$ simplex. Then

$$E = \underbrace{\{q_1x_1 + \dots + q_dx_d \mid 0 \leq q_i < 1\}}_{\pi} \cap \mathbb{Z}^d$$

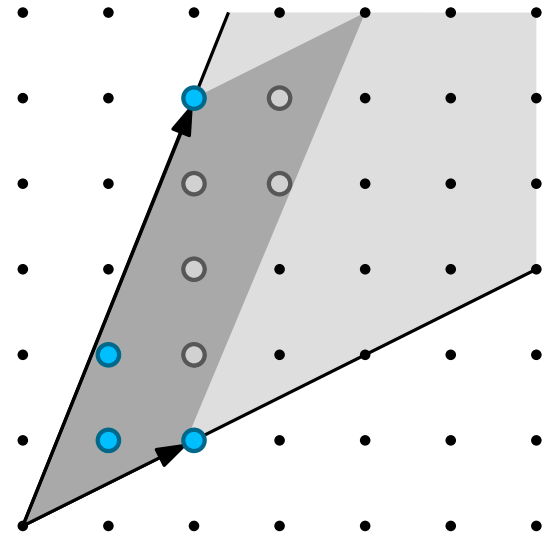
together with x_1, \dots, x_d generate the monoid $S \cap \mathbb{Z}^d$.

Every residue class in \mathbb{Z}^d/U , $U = \mathbb{Z}x_1 + \dots + \mathbb{Z}x_d$, has exactly one representative in E .

Normaliz generates the points in E . They are candidates for the Hilbert Basis and their number is given by the volume of the simplex

$$|E| = \text{vol}(S) = \det(x_1, \dots, x_d).$$

The points in E are then reduced to a Hilbert Basis of $S \cap \mathbb{Z}^d$.



Simplicial Cones

$S = \text{cone}(x_1, \dots, x_d)$ simplex. Then

$$E = \underbrace{\{q_1x_1 + \dots + q_dx_d \mid 0 \leq q_i < 1\}}_{\pi} \cap \mathbb{Z}^d$$

together with x_1, \dots, x_d generate the monoid $S \cap \mathbb{Z}^d$.

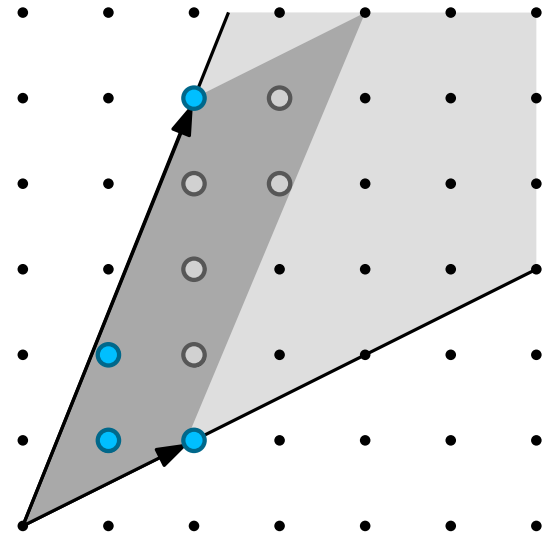
Every residue class in \mathbb{Z}^d/U , $U = \mathbb{Z}x_1 + \dots + \mathbb{Z}x_d$, has exactly one representative in E .

Normaliz generates the points in E . They are candidates for the Hilbert Basis and their number is given by the volume of the simplex

$$|E| = \text{vol}(S) = \det(x_1, \dots, x_d).$$

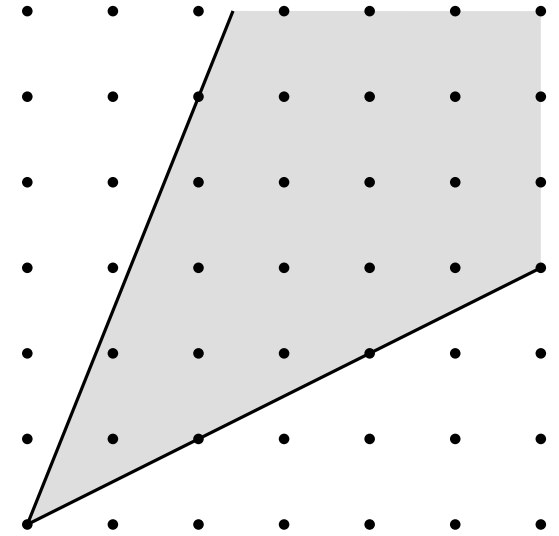
The points in E are then reduced to a Hilbert Basis of $S \cap \mathbb{Z}^d$.

Therefore $\text{vol}(S)$ is a critical size for the runtime of Normaliz.



Our Approach

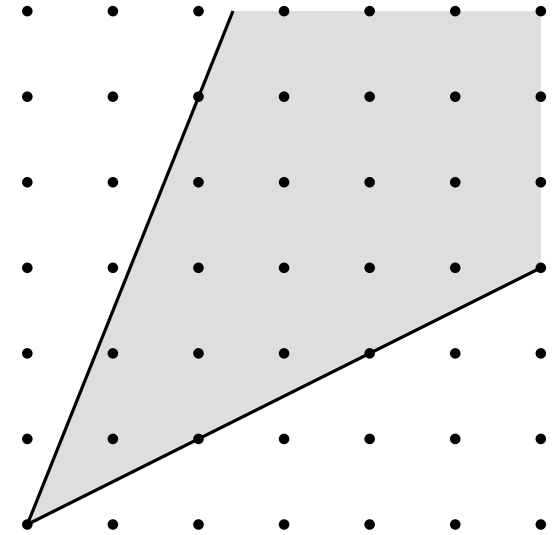
If simplex S has big volume: **decompose** it into smaller simplices, such that the sum of their volumes decreases remarkably.



Our Approach

If simplex S has big volume: **decompose** it into smaller simplices, such that the sum of their volumes decreases remarkably.

How? Compute points from the cone and use them for a new triangulation.

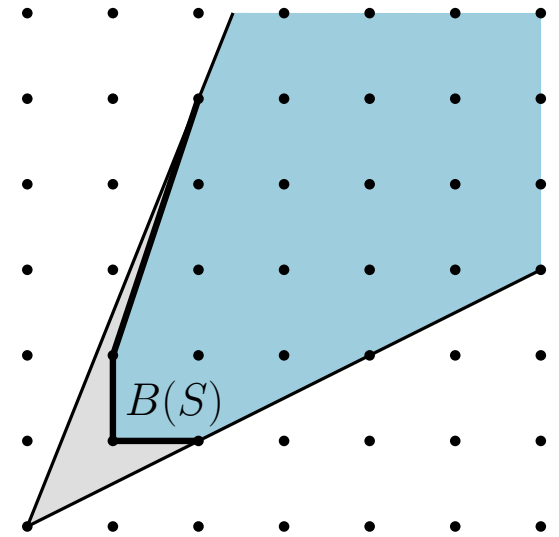


Our Approach

If simplex S has big volume: **decompose** it into smaller simplices, such that the sum of their volumes decreases remarkably.

How? Compute points from the cone and use them for a new triangulation.

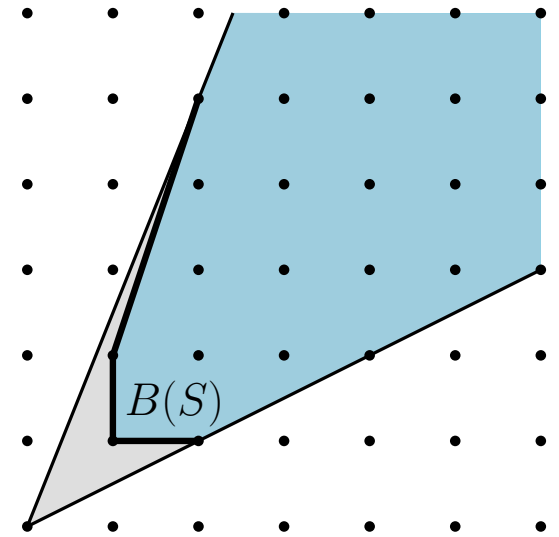
(Theoretically) Best choice for these points are the vertices of the **bottom** $B(S)$ (union of the bounded faces of $\text{conv}((S \cap \mathbb{Z}^d) \setminus \{0\})$)



Our Approach

If simplex S has big volume: **decompose** it into smaller simplices, such that the sum of their volumes decreases remarkably.

How? Compute points from the cone and use them for a new triangulation.



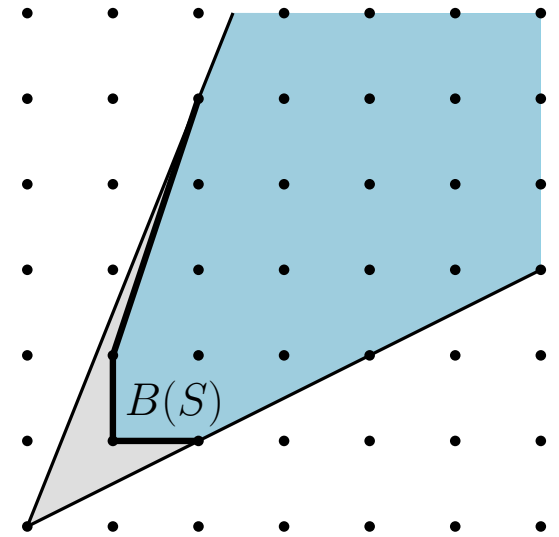
(Theoretically) Best choice for these points are the vertices of the **bottom** $B(S)$ (union of the bounded faces of $\text{conv}((S \cap \mathbb{Z}^d) \setminus \{0\})$)

(Practically) Computation of the whole bottom would equalize the benefit from the small volume or even make it worse

Our Approach

If simplex S has big volume: **decompose** it into smaller simplices, such that the sum of their volumes decreases remarkably.

How? Compute points from the cone and use them for a new triangulation.



(Theoretically) Best choice for these points are the vertices of the **bottom** $B(S)$ (union of the bounded faces of $\text{conv}((S \cap \mathbb{Z}^d) \setminus \{0\})$)

(Practically) Computation of the whole bottom would equalize the benefit from the small volume or even make it worse

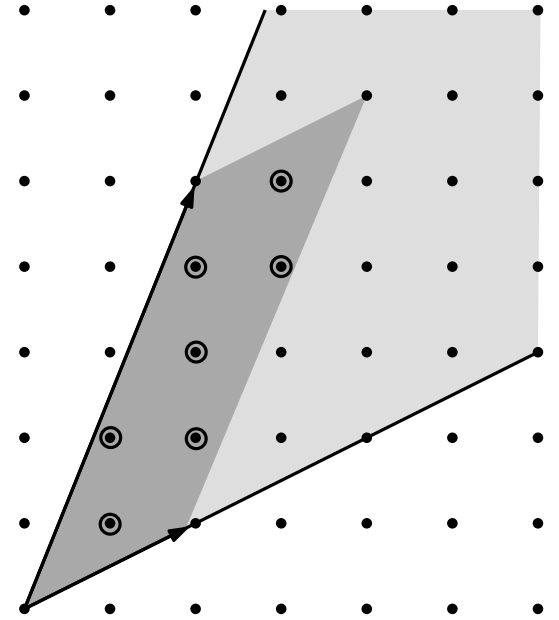
Determine only some points from $B(S)$ using

1. INTEGER PROGRAMMING

2. APPROXIMATION

Integer Programming

$S = \text{cone}(x_1, \dots, x_d)$ simplex in triangulation



Integer Programming

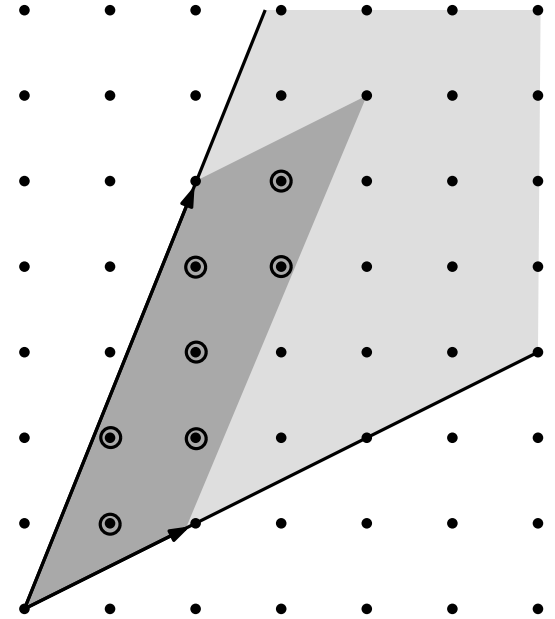
$S = \text{cone}(x_1, \dots, x_d)$ simplex in triangulation

GOAL

Compute a point x that minimizes the sum of determinants:

$$\sum_{i=1}^d \det(x_1, \dots, x_{i-1}, x, x_{i+1}, \dots, x_d) = N^T x,$$

N ... normal vector on the hyperplane spanned by x_1, \dots, x_d .



Integer Programming

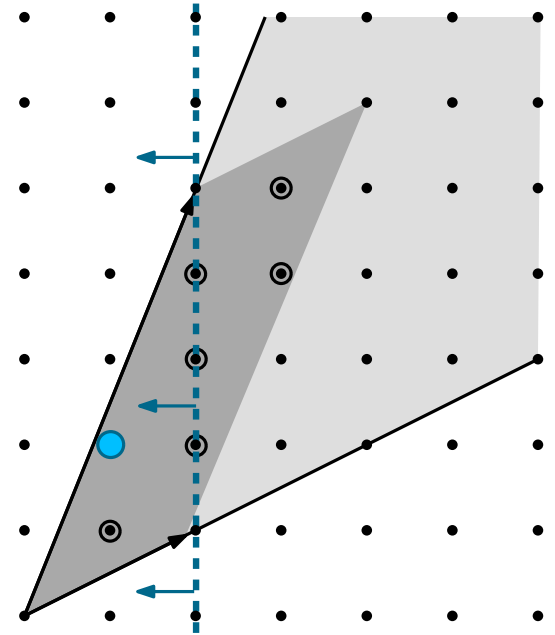
$S = \text{cone}(x_1, \dots, x_d)$ simplex in triangulation

GOAL

Compute a point x that minimizes the sum of determinants:

$$\sum_{i=1}^d \det(x_1, \dots, x_{i-1}, x, x_{i+1}, \dots, x_d) = N^T x,$$

N ... normal vector on the hyperplane spanned by x_1, \dots, x_d .



Solve the IP

$$\min\{N^T x \mid x \in S \cap \mathbb{Z}^d, x \neq 0, N^T x < N^T x_1\} \quad (\star)$$

Integer Programming

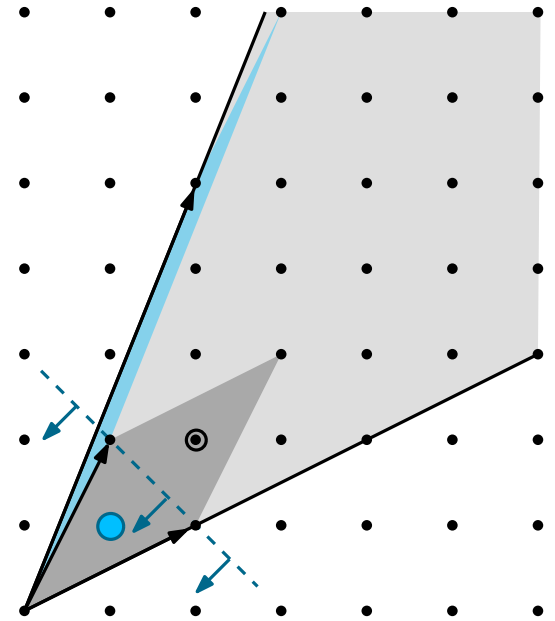
$S = \text{cone}(x_1, \dots, x_d)$ simplex in triangulation

GOAL

Compute a point x that minimizes the sum of determinants:

$$\sum_{i=1}^d \det(x_1, \dots, x_{i-1}, x, x_{i+1}, \dots, x_d) = N^T x,$$

$N \dots$ normal vector on the hyperplane spanned by x_1, \dots, x_d .



Solve the IP

$$\min\{N^T x \mid x \in S \cap \mathbb{Z}^d, x \neq 0, N^T x < N^T x_1\} \quad (\star)$$

If problem can be solved: form a **stellar subdivision** with the solution.

Integer Programming

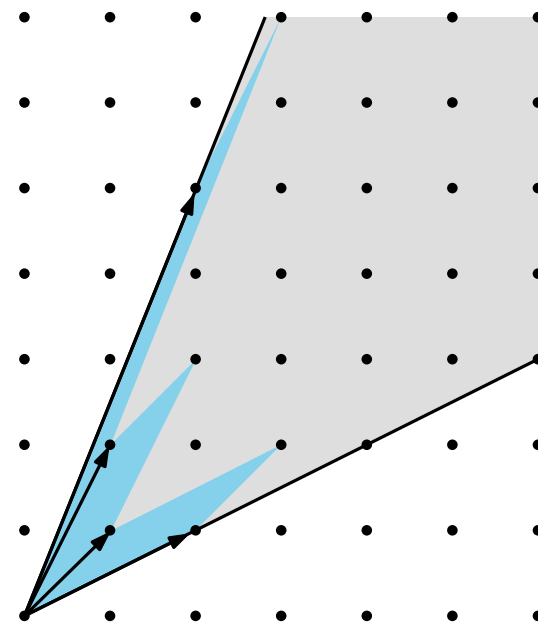
$S = \text{cone}(x_1, \dots, x_d)$ simplex in triangulation

GOAL

Compute a point x that minimizes the sum of determinants:

$$\sum_{i=1}^d \det(x_1, \dots, x_{i-1}, x, x_{i+1}, \dots, x_d) = N^T x,$$

N ... normal vector on the hyperplane spanned by x_1, \dots, x_d .



Solve the IP

$$\min\{N^T x \mid x \in S \cap \mathbb{Z}^d, x \neq 0, N^T x < N^T x_1\} \quad (\star)$$

If problem can be solved: form a **stellar subdivision** with the solution.

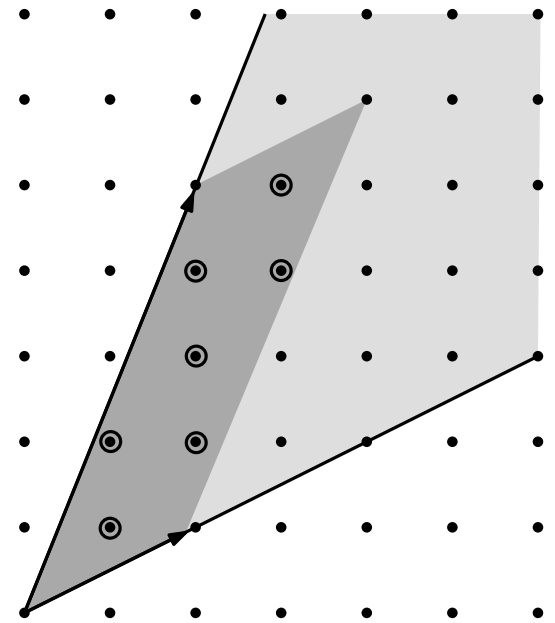
Integer Programming

Algorithm Bottom Points

Input: $S = \text{cone}(x_1, \dots, x_d)$ simplex with $\text{vol}(S) \geq \text{Bound}$

Return: Points from $B(S)$

- 1: $\mathcal{B}, \mathcal{S} \leftarrow \emptyset$
 - 2: store S into \mathcal{S}
 - 3: **while** $\mathcal{S} \neq \emptyset$ **do**
 - 4: let $T = \text{cone}(y_1, \dots, y_d)$ be the first element of \mathcal{S} and delete it
 - 5: compute a normal vector N on hyperplane spanned by y_1, \dots, y_d
 - 6: compute hyperplanes $\{H_1, \dots, H_d\}$ and volume of T
 - 7: **if** $\text{vol}(T) < \text{Bound}$ **then continue**
-



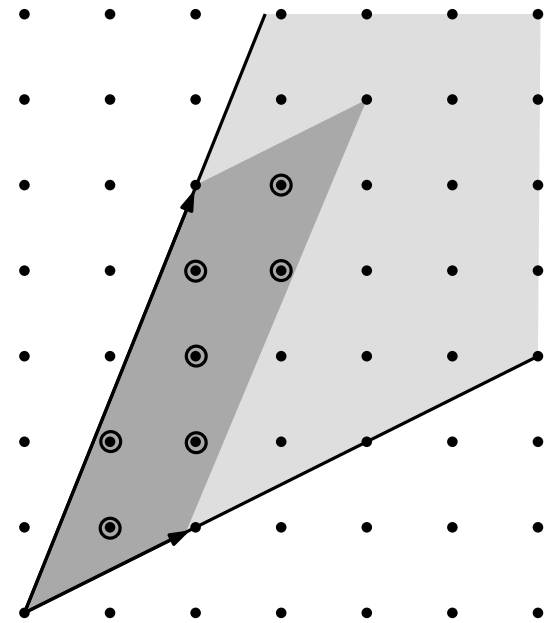
Integer Programming

Algorithm Bottom Points

Input: $S = \text{cone}(x_1, \dots, x_d)$ simplex with
 $\text{vol}(S) \geq \text{Bound}$

Return: Points from $B(S)$

- 1: $\mathcal{B}, \mathcal{S} \leftarrow \emptyset$
 - 2: store S into \mathcal{S}
 - 3: **while** $\mathcal{S} \neq \emptyset$ **do**
 - 4: let $T = \text{cone}(y_1, \dots, y_d)$ be the first element of \mathcal{S} and delete it
 - 5: compute a normal vector N on hyperplane spanned by y_1, \dots, y_d
 - 6: compute hyperplanes $\{H_1, \dots, H_d\}$ and volume of T
 - 7: **if** $\text{vol}(T) < \text{Bound}$ **then continue**
-



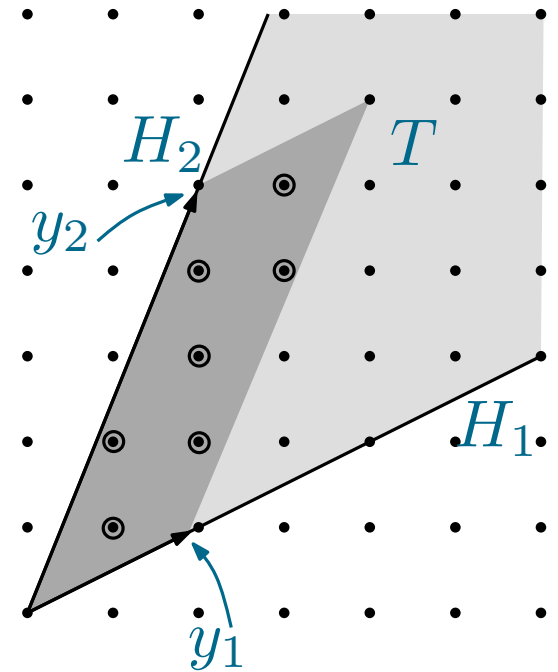
Integer Programming

Algorithm Bottom Points

Input: $S = \text{cone}(x_1, \dots, x_d)$ simplex with $\text{vol}(S) \geq \text{Bound}$

Return: Points from $B(S)$

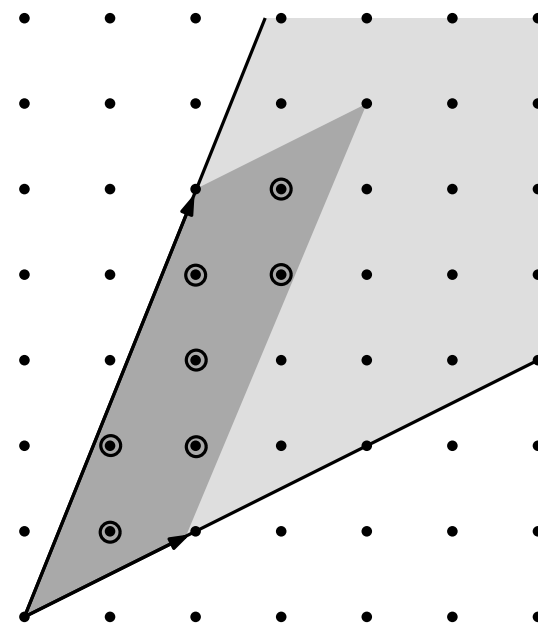
- 1: $\mathcal{B}, \mathcal{S} \leftarrow \emptyset$
 - 2: store S into \mathcal{S}
 - 3: **while** $\mathcal{S} \neq \emptyset$ **do**
 - 4: let $T = \text{cone}(y_1, \dots, y_d)$ be the first element of \mathcal{S} and delete it
 - 5: compute a normal vector N on hyperplane spanned by y_1, \dots, y_d
 - 6: compute hyperplanes $\{H_1, \dots, H_d\}$ and volume of T
 - 7: **if** $\text{vol}(T) < \text{Bound}$ **then continue**
-



Integer Programming

Algorithm Bottom Points

```
3: while  $S \neq \emptyset$  do  
   $\vdots$   
8:   if IP  $(\star)$  is solvable for  $T$  then  
9:      $y \leftarrow$  optimal solution of  $(\star)$   
10:    store  $y$  into  $\mathcal{B}$   
11:    for all hyperplanes  $H_i$  of  $T$  do  
12:      if  $y \notin H_i$  then  
13:         $T_i \leftarrow \text{cone}(y_1, \dots, y_{i-1}, y, y_{i+1}, \dots, y_d)$   
14:        store  $T_i$  into  $S$   
15: return  $\mathcal{B}$ 
```

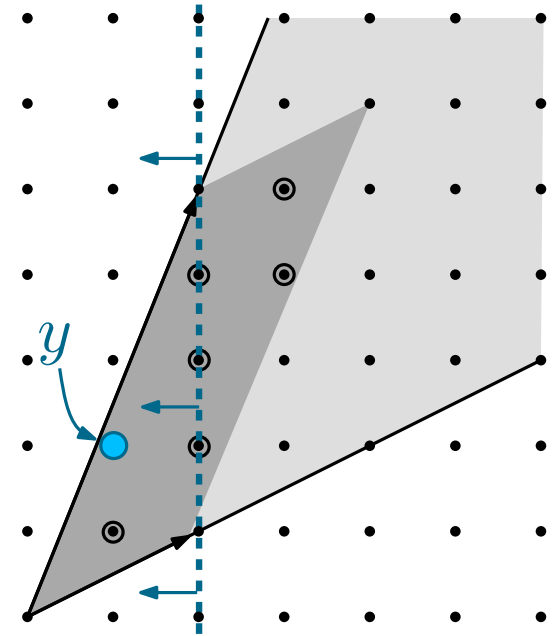


$$\min\{N^T x \mid x \in S \cap \mathbb{Z}^d, x \neq 0, N^T x < N^T x_1\} \quad (\star)$$

Integer Programming

Algorithm Bottom Points

```
3: while  $S \neq \emptyset$  do  
   $\vdots$   
8:   if IP  $(\star)$  is solvable for  $T$  then  
9:      $y \leftarrow$  optimal solution of  $(\star)$   
10:    store  $y$  into  $\mathcal{B}$   
11:    for all hyperplanes  $H_i$  of  $T$  do  
12:      if  $y \notin H_i$  then  
13:         $T_i \leftarrow \text{cone}(y_1, \dots, y_{i-1}, y, y_{i+1}, \dots, y_d)$   
14:        store  $T_i$  into  $S$   
15: return  $\mathcal{B}$ 
```



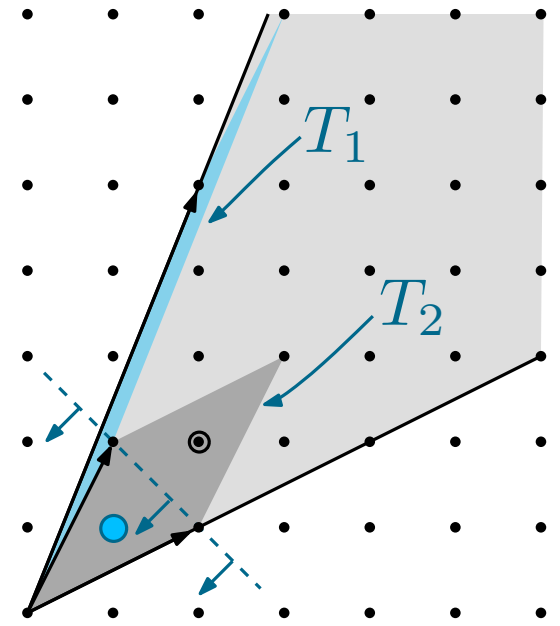
$\mathcal{B} = \{(1, 2)\}$

$$\min\{N^T x \mid x \in S \cap \mathbb{Z}^d, x \neq 0, N^T x < N^T x_1\} \quad (\star)$$

Integer Programming

Algorithm Bottom Points

```
3: while  $S \neq \emptyset$  do  
   $\vdots$   
8:   if IP  $(\star)$  is solvable for  $T$  then  
9:      $y \leftarrow$  optimal solution of  $(\star)$   
10:    store  $y$  into  $\mathcal{B}$   
11:    for all hyperplanes  $H_i$  of  $T$  do  
12:      if  $y \notin H_i$  then  
13:         $T_i \leftarrow \text{cone}(y_1, \dots, y_{i-1}, y, y_{i+1}, \dots, y_d)$   
14:        store  $T_i$  into  $\mathcal{S}$   
15: return  $\mathcal{B}$ 
```



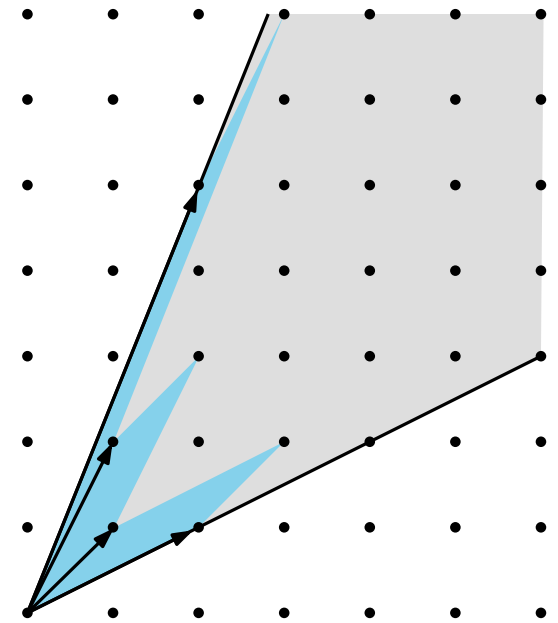
$$\mathcal{B} = \{(1, 2), (1, 1)\}$$

$$\min\{N^T x \mid x \in S \cap \mathbb{Z}^d, x \neq 0, N^T x < N^T x_1\} \quad (\star)$$

Integer Programming

Algorithm Bottom Points

```
3: while  $S \neq \emptyset$  do  
   $\vdots$   
8:   if IP  $(\star)$  is solvable for  $T$  then  
9:      $y \leftarrow$  optimal solution of  $(\star)$   
10:    store  $y$  into  $\mathcal{B}$   
11:    for all hyperplanes  $H_i$  of  $T$  do  
12:      if  $y \notin H_i$  then  
13:         $T_i \leftarrow \text{cone}(y_1, \dots, y_{i-1}, y, y_{i+1}, \dots, y_d)$   
14:        store  $T_i$  into  $S$   
15: return  $\mathcal{B}$ 
```



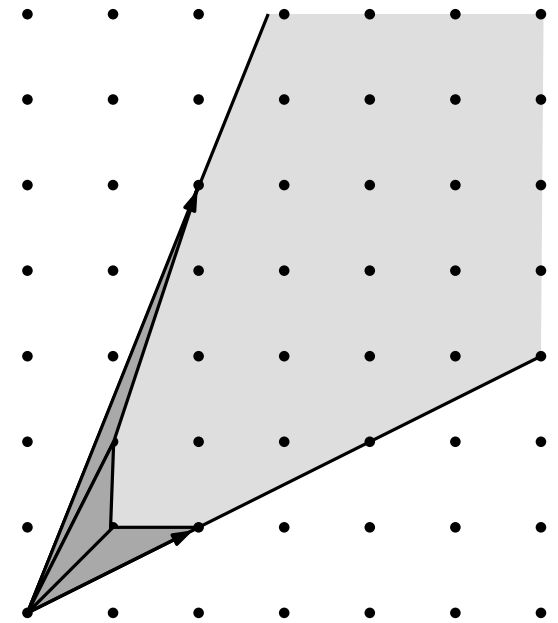
$$\mathcal{B} = \{(1, 2), (1, 1)\}$$

$$\min\{N^T x \mid x \in S \cap \mathbb{Z}^d, x \neq 0, N^T x < N^T x_1\} \quad (\star)$$

Integer Programming

Algorithm Bottom Points

```
3: while  $\mathcal{S} \neq \emptyset$  do  
   $\vdots$   
8:   if IP  $(\star)$  is solvable for  $T$  then  
9:      $y \leftarrow$  optimal solution of  $(\star)$   
10:    store  $y$  into  $\mathcal{B}$   
11:    for all hyperplanes  $H_i$  of  $T$  do  
12:      if  $y \notin H_i$  then  
13:         $T_i \leftarrow \text{cone}(y_1, \dots, y_{i-1}, y, y_{i+1}, \dots, y_d)$   
14:        store  $T_i$  into  $\mathcal{S}$   
15: return  $\mathcal{B}$ 
```



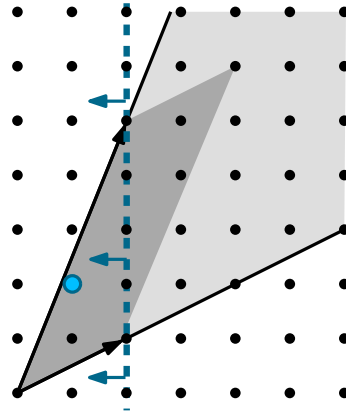
$$\mathcal{B} = \{(1, 2), (1, 1)\}$$

$$\min\{N^T x \mid x \in S \cap \mathbb{Z}^d, x \neq 0, N^T x < N^T x_1\} \quad (\star)$$

We triangulate the lower facets of $\text{conv}(\mathcal{B} \cup \{x_1, \dots, x_d\})$ and evaluate this triangulation with the usual Normaliz algorithm.

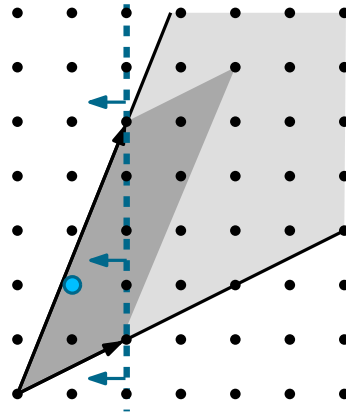
Integer Programming

LEVEL 0

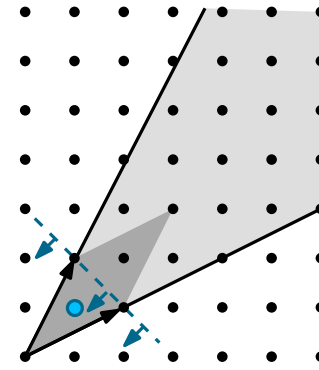
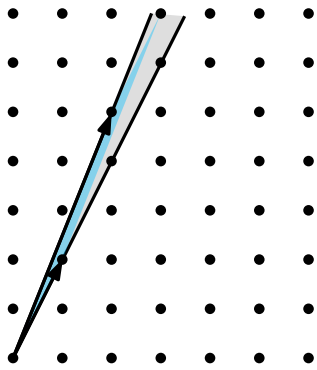


Integer Programming

LEVEL 0

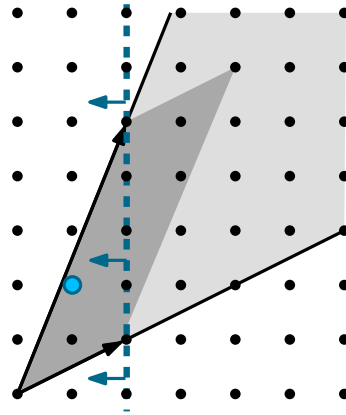


LEVEL 1

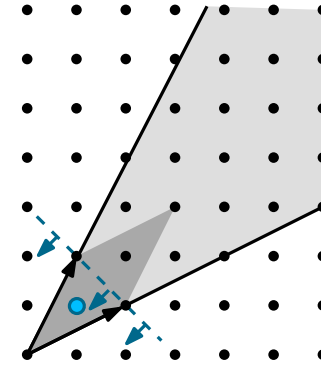
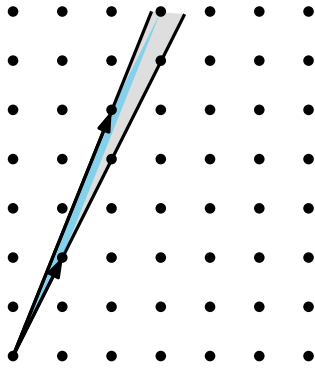


Integer Programming

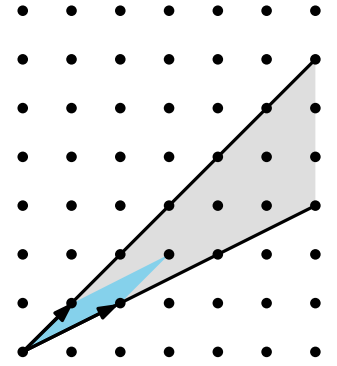
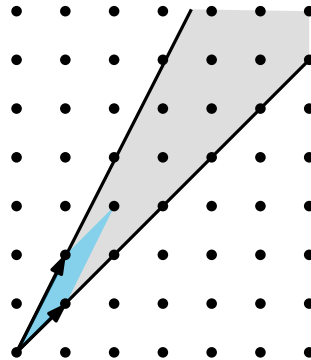
LEVEL 0



LEVEL 1

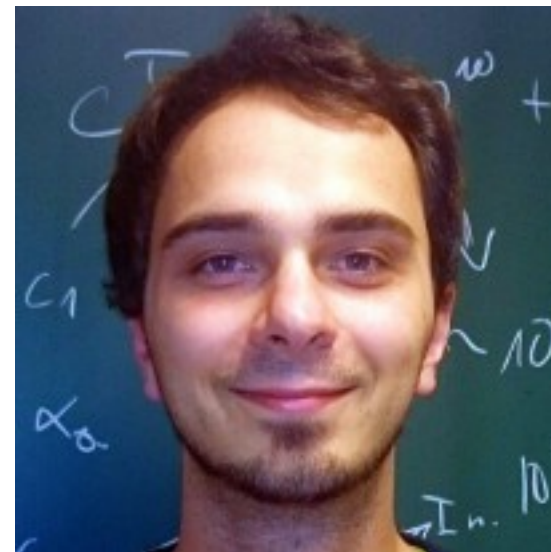


LEVEL 2



Implementation & Results

- ★ use **SCIP** (3.2.0) via its C++ interace



Gregor Hendel

Implementation & Results

- ★ use **SCIP** (3.2.0) via its C++ interace
- ★ parallelization with **OpenMP**
 - * individual time limit
 - * individual feasibility bounds



Implementation & Results

- ★ use **SCIP** (3.2.0) via its C++ interace
- ★ parallelization with **OpenMP**
 - * individual time limit
 - * individual feasibility bounds



	hickerson-16	hickerson-18	knapsack_11_60
dimension	9	10	12
simplex volume	9.83×10^7	4.17×10^{14}	2.8×10^{14}
bottom volume			
our volume			
improvement factor			
old runtime			
new runtime			

Implementation & Results

- ★ use **SCIP** (3.2.0) via its C++ interace
- ★ parallelization with **OpenMP**
 - * individual time limit
 - * individual feasibility bounds



	hickerson-16	hickerson-18	knapsack_11_60
dimension	9	10	12
simplex volume	9.83×10^7	4.17×10^{14}	2.8×10^{14}
bottom volume	8.10×10^5	3.86×10^7	2.02×10^7
our volume			
improvement factor			
old runtime			
new runtime			

Implementation & Results

- ★ use **SCIP** (3.2.0) via its C++ interace
- ★ parallelization with **OpenMP**
 - * individual time limit
 - * individual feasibility bounds



	hickerson-16	hickerson-18	knapsack_11_60
dimension	9	10	12
simplex volume	9.83×10^7	4.17×10^{14}	2.8×10^{14}
bottom volume	8.10×10^5	3.86×10^7	2.02×10^7
our volume	3.93×10^6	5.47×10^7	2.39×10^7
improvement factor			
old runtime			
new runtime			

Implementation & Results

- ★ use **SCIP** (3.2.0) via its C++ interace
- ★ parallelization with **OpenMP**
 - * individual time limit
 - * individual feasibility bounds



	hickerson-16	hickerson-18	knapsack_11_60
dimension	9	10	12
simplex volume	9.83×10^7	4.17×10^{14}	2.8×10^{14}
bottom volume	8.10×10^5	3.86×10^7	2.02×10^7
our volume	3.93×10^6	5.47×10^7	2.39×10^7
improvement factor	25	7.62×10^6	1.17×10^7
old runtime			
new runtime			

Implementation & Results

- ★ use **SCIP** (3.2.0) via its C++ interace
- ★ parallelization with **OpenMP**
 - * individual time limit
 - * individual feasibility bounds



	hickerson-16	hickerson-18	knapsack_11_60
dimension	9	10	12
simplex volume	9.83×10^7	4.17×10^{14}	2.8×10^{14}
bottom volume	8.10×10^5	3.86×10^7	2.02×10^7
our volume	3.93×10^6	5.47×10^7	2.39×10^7
improvement factor	25	7.62×10^6	1.17×10^7
old runtime	2s	> 12d	> 8d
new runtime			

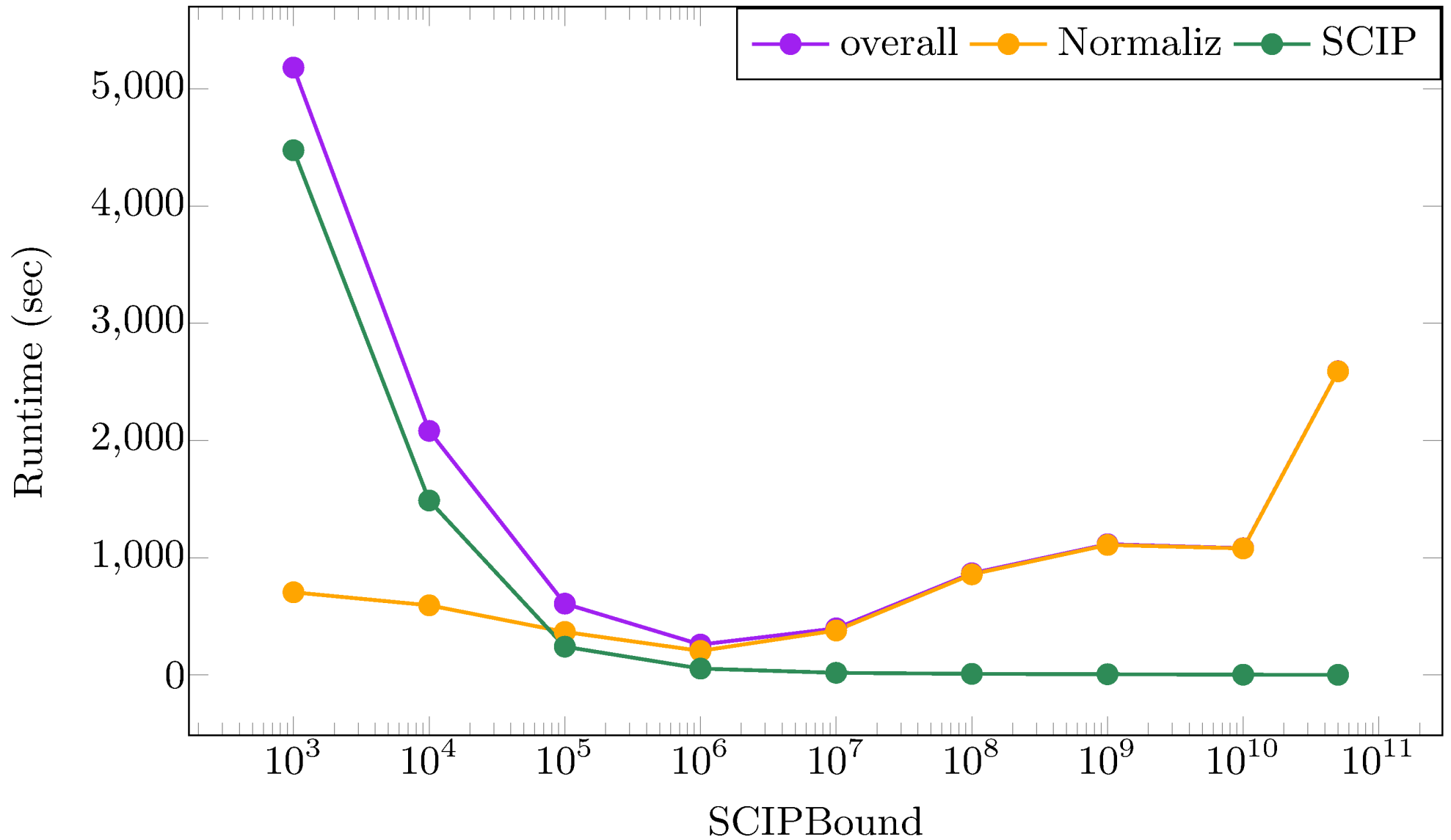
Implementation & Results

- ★ use **SCIP** (3.2.0) via its C++ interace
- ★ parallelization with **OpenMP**
 - * individual time limit
 - * individual feasibility bounds

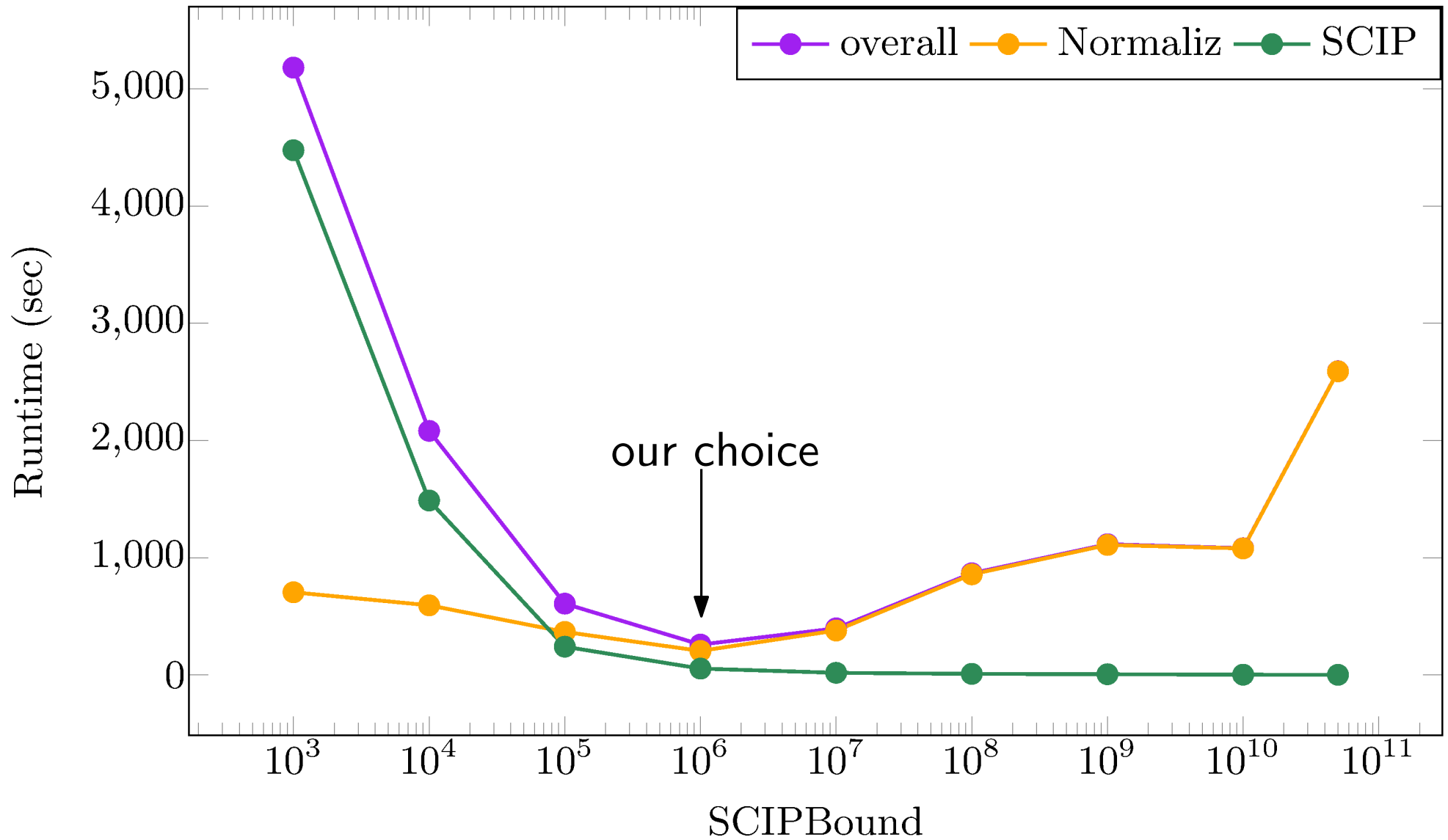


	hickerson-16	hickerson-18	knapsack_11_60
dimension	9	10	12
simplex volume	9.83×10^7	4.17×10^{14}	2.8×10^{14}
bottom volume	8.10×10^5	3.86×10^7	2.02×10^7
our volume	3.93×10^6	5.47×10^7	2.39×10^7
improvement factor	25	7.62×10^6	1.17×10^7
old runtime	2s	> 12d	> 8d
new runtime	0.5s	36s	4s

Implementation & Results

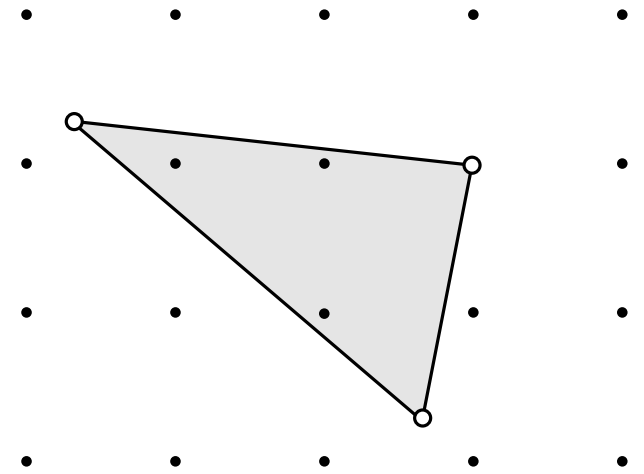


Implementation & Results



Approximation

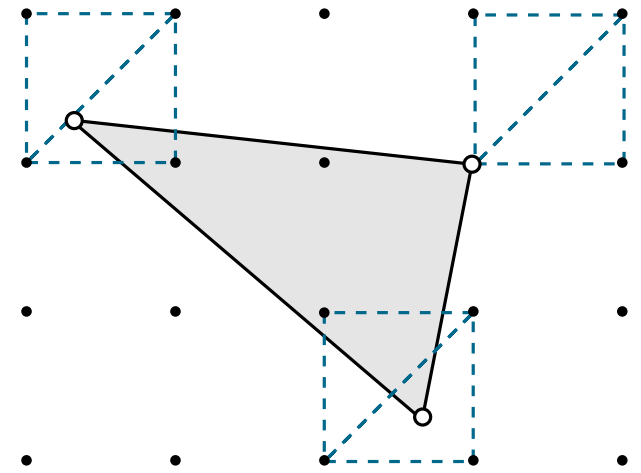
1. Look at the cross section at level 1 of the (transformed) simplex.



cross section at level 1

Approximation

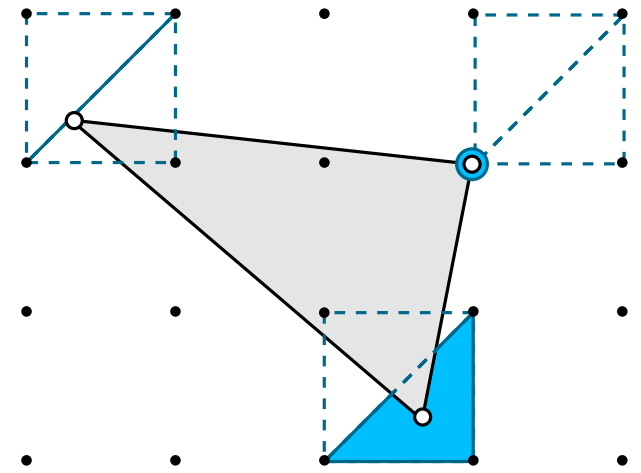
1. Look at the cross section at level 1 of the (transformed) simplex.
2. For each extreme ray/point, **triangulate the lattice cube** around it using the hyperplane arrangement $\mathcal{A}_n = \{x_i = x_j\}$.



cross section at level 1

Approximation

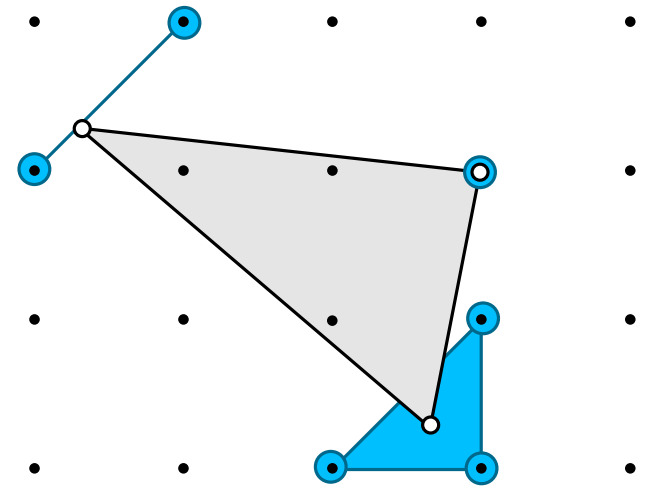
1. Look at the cross section at level 1 of the (transformed) simplex.
2. For each extreme ray/point, **triangulate the lattice cube** around it using the hyperplane arrangement $\mathcal{A}_n = \{x_i = x_j\}$.
3. Detect the minimal **face** containing the point and collect its **vertices** (at most d).



cross section at level 1

Approximation

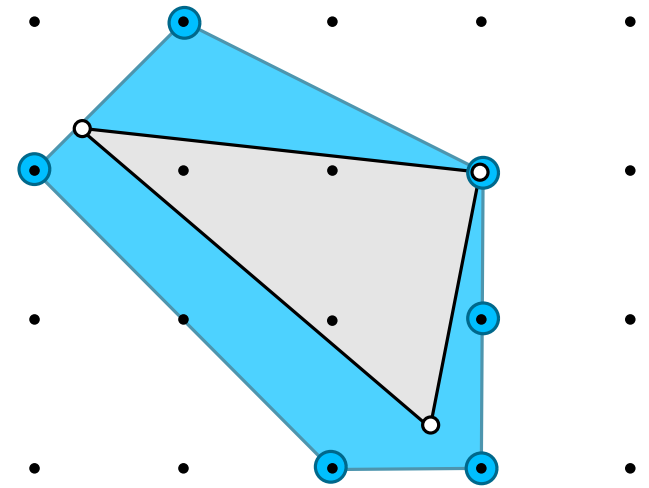
1. Look at the cross section at level 1 of the (transformed) simplex.
2. For each extreme ray/point, **triangulate the lattice cube** around it using the hyperplane arrangement $\mathcal{A}_n = \{x_i = x_j\}$.
3. Detect the minimal **face** containing the point and collect its **vertices** (at most d).



cross section at level 1

Approximation

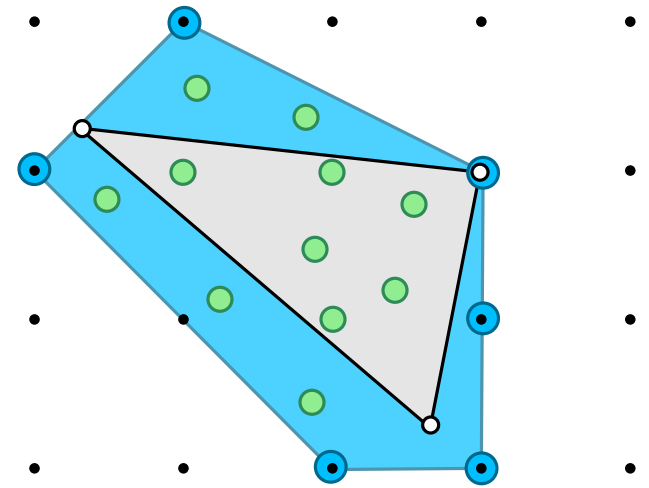
1. Look at the cross section at level 1 of the (transformed) simplex.
2. For each extreme ray/point, triangulate the lattice cube around it using the hyperplane arrangement $\mathcal{A}_n = \{x_i = x_j\}$.
3. Detect the minimal face containing the point and collect its vertices (at most d).
4. Create a candidate list of the new cone, intersect it with the original cone and do local reduction.



cross section at level 1

Approximation

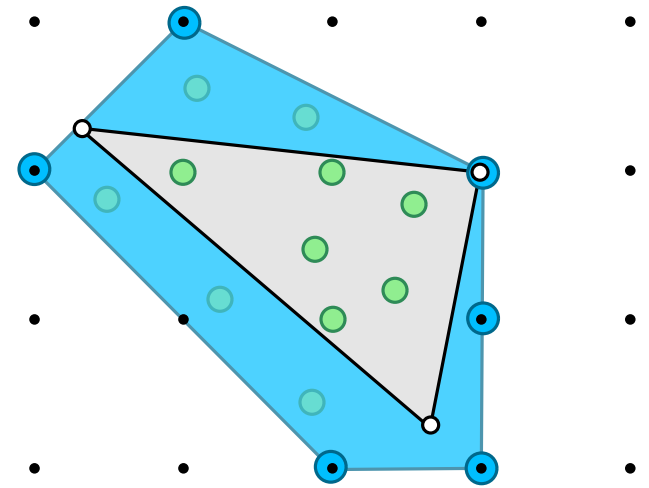
1. Look at the cross section at level 1 of the (transformed) simplex.
2. For each extreme ray/point, triangulate the lattice cube around it using the hyperplane arrangement $\mathcal{A}_n = \{x_i = x_j\}$.
3. Detect the minimal face containing the point and collect its vertices (at most d).
4. Create a candidate list of the new cone, intersect it with the original cone and do local reduction.



cross section at level 1

Approximation

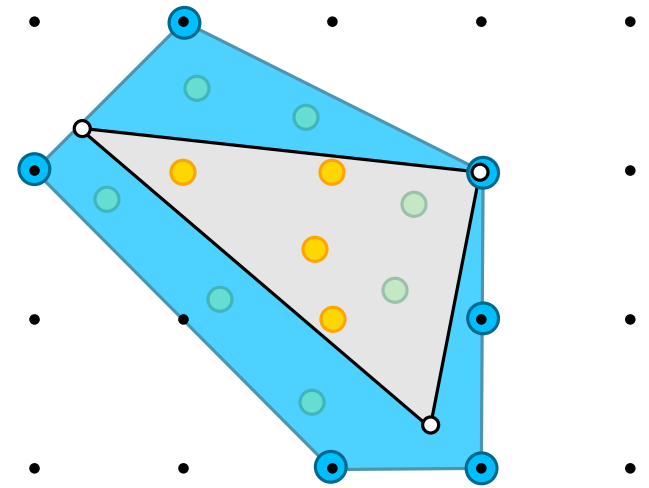
1. Look at the cross section at level 1 of the (transformed) simplex.
2. For each extreme ray/point, triangulate the lattice cube around it using the hyperplane arrangement $\mathcal{A}_n = \{x_i = x_j\}$.
3. Detect the minimal face containing the point and collect its vertices (at most d).
4. Create a candidate list of the new cone, intersect it with the original cone and do local reduction.



cross section at level 1

Approximation

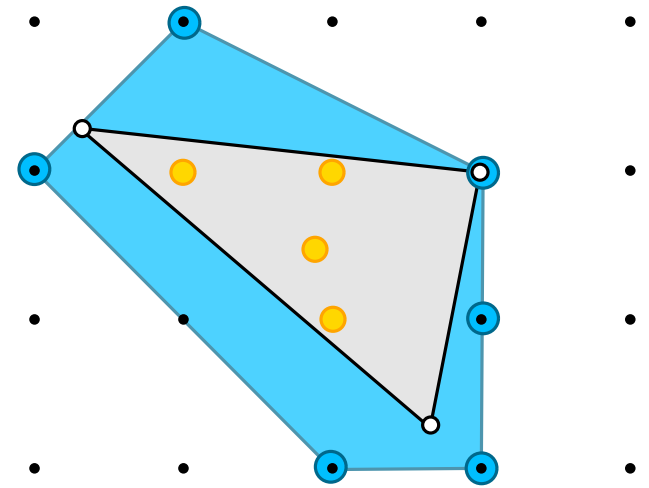
1. Look at the cross section at level 1 of the (transformed) simplex.
2. For each extreme ray/point, triangulate the lattice cube around it using the hyperplane arrangement $\mathcal{A}_n = \{x_i = x_j\}$.
3. Detect the minimal face containing the point and collect its vertices (at most d).
4. Create a candidate list of the new cone, intersect it with the original cone and do local reduction.



cross section at level 1

Approximation

1. Look at the cross section at level 1 of the (transformed) simplex.
 2. For each extreme ray/point, triangulate the lattice cube around it using the hyperplane arrangement $\mathcal{A}_n = \{x_i = x_j\}$.
 3. Detect the minimal face containing the point and collect its vertices (at most d).
 4. Create a candidate list of the new cone, intersect it with the original cone and do local reduction.
- ⇒ list of points \mathcal{B} (bottom candidates)

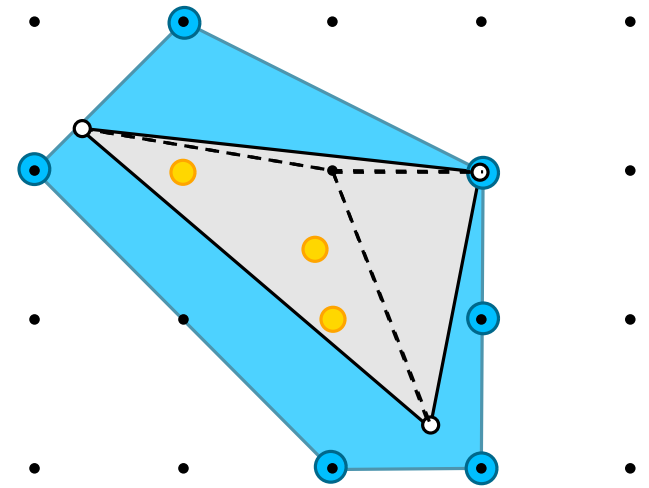


cross section at level 1

Approximation

1. Look at the cross section at level 1 of the (transformed) simplex.
 2. For each extreme ray/point, triangulate the lattice cube around it using the hyperplane arrangement $\mathcal{A}_n = \{x_i = x_j\}$.
 3. Detect the minimal face containing the point and collect its vertices (at most d).
 4. Create a candidate list of the new cone, intersect it with the original cone and do local reduction.
- ⇒ list of points \mathcal{B} (bottom candidates)

Choose a grading minimizing point from \mathcal{B} and continue as before.

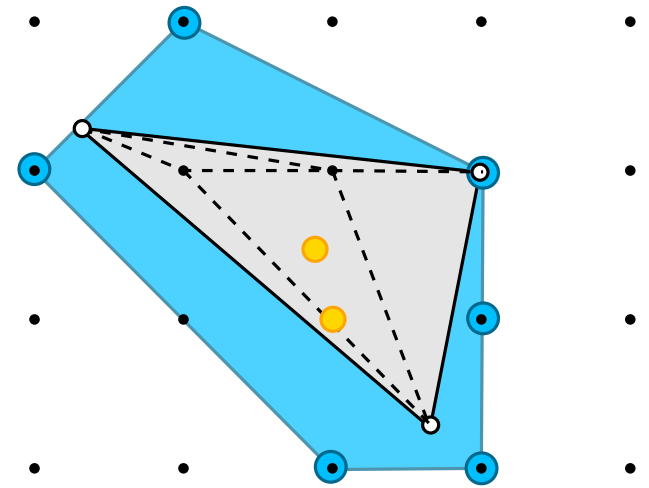


cross section at level 1

Approximation

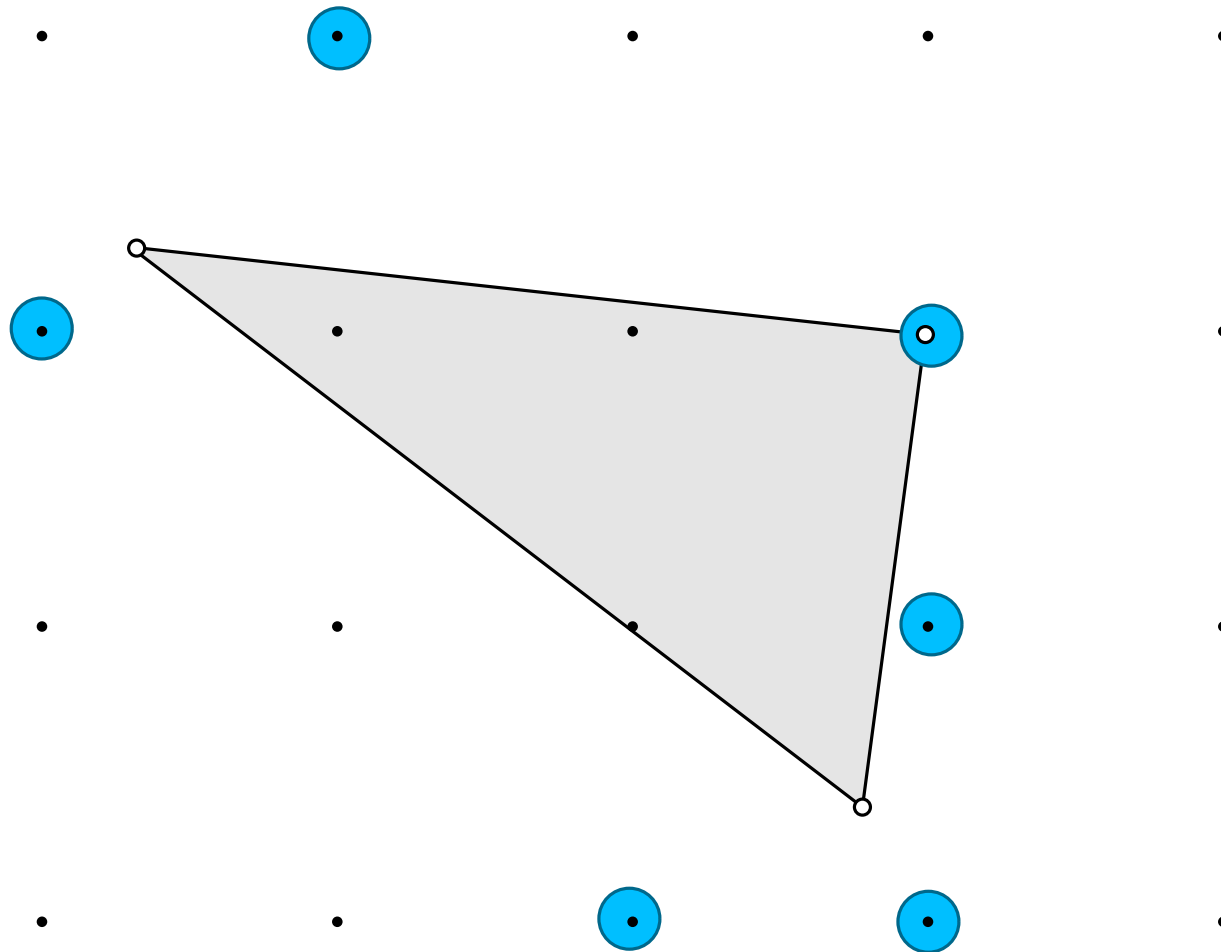
1. Look at the cross section at level 1 of the (transformed) simplex.
 2. For each extreme ray/point, triangulate the lattice cube around it using the hyperplane arrangement $\mathcal{A}_n = \{x_i = x_j\}$.
 3. Detect the minimal face containing the point and collect its vertices (at most d).
 4. Create a candidate list of the new cone, intersect it with the original cone and do local reduction.
- ⇒ list of points \mathcal{B} (bottom candidates)

Choose a grading minimizing point from \mathcal{B} and continue as before.



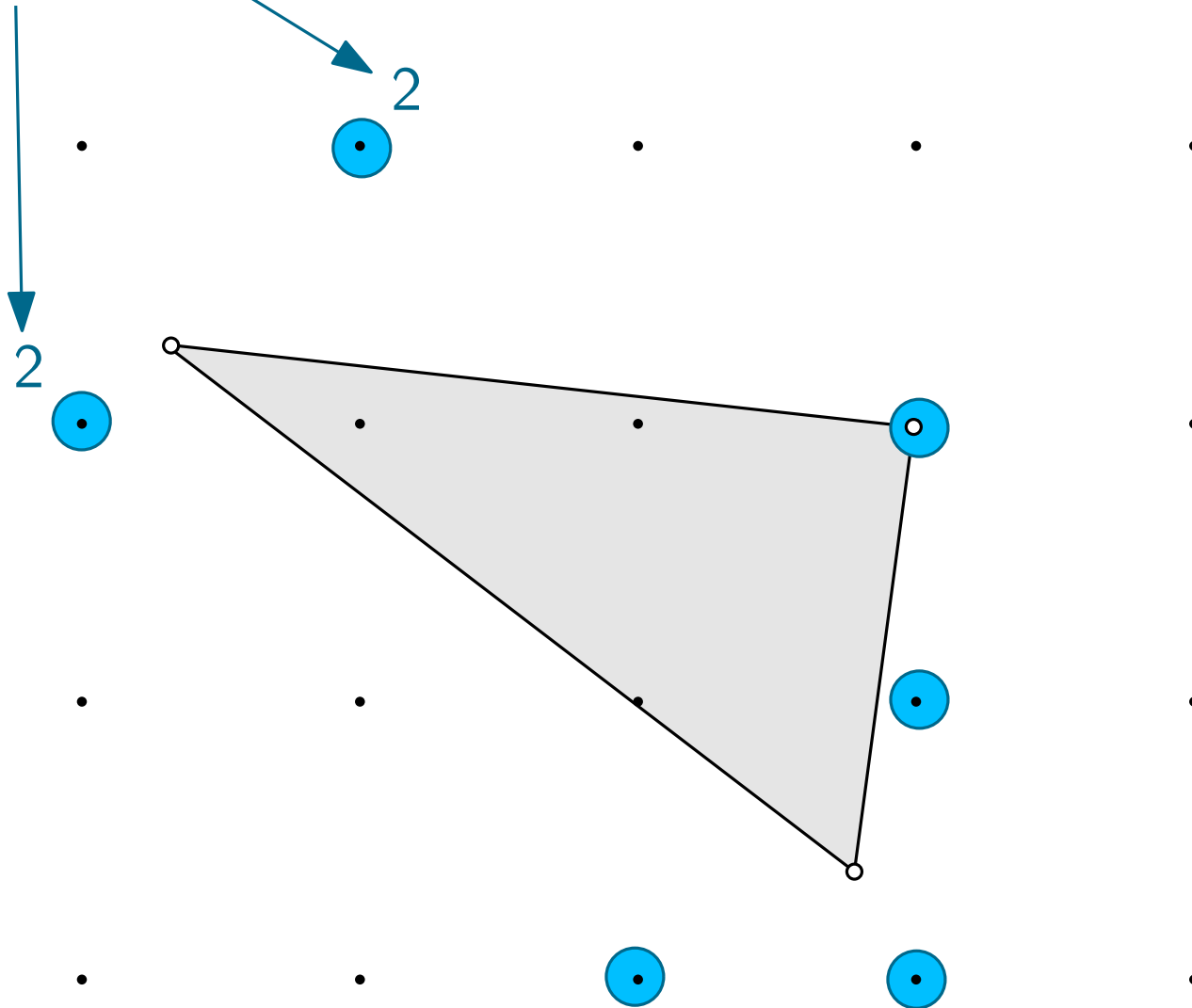
cross section at level 1

Partial Fourier-Motzkin Elimination

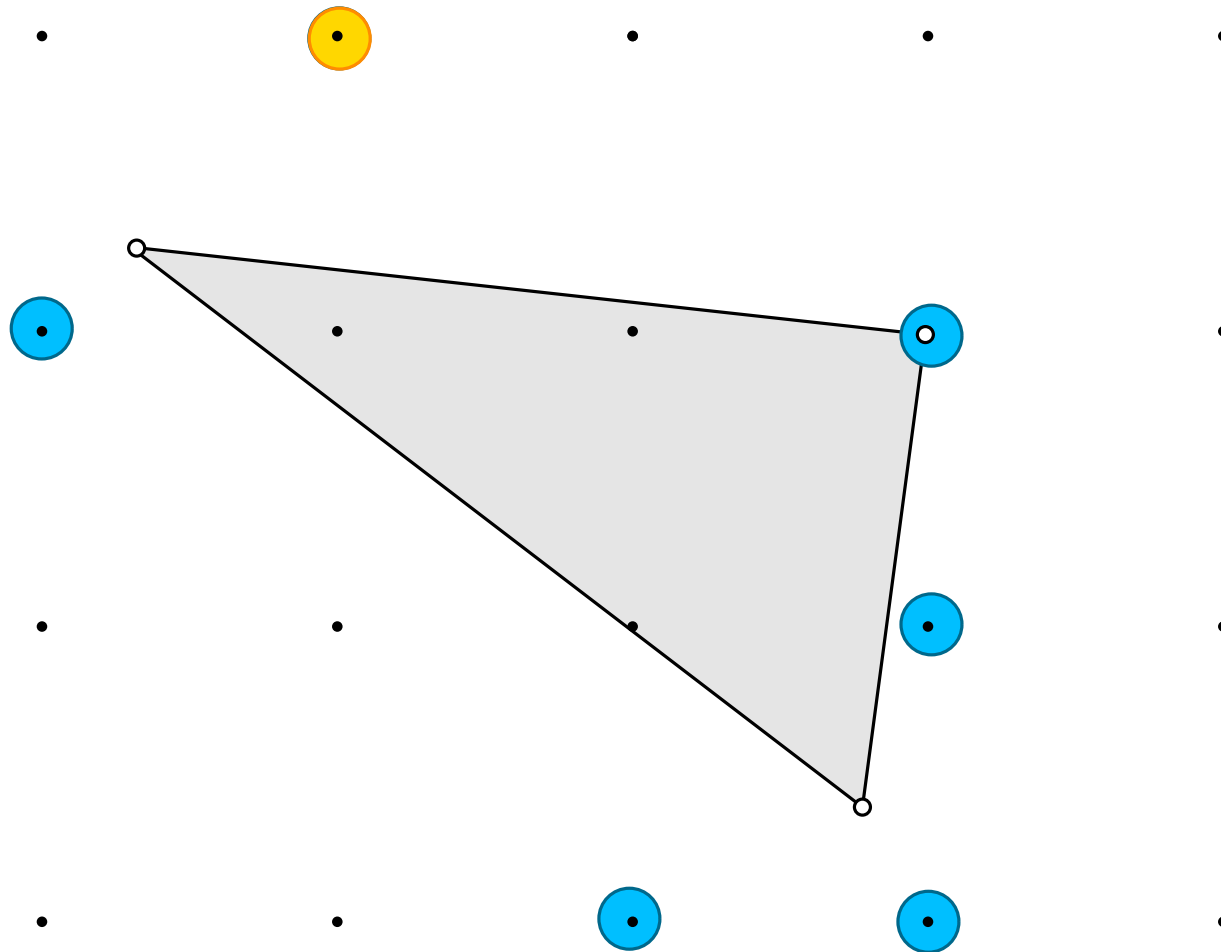


Partial Fourier-Motzkin Elimination

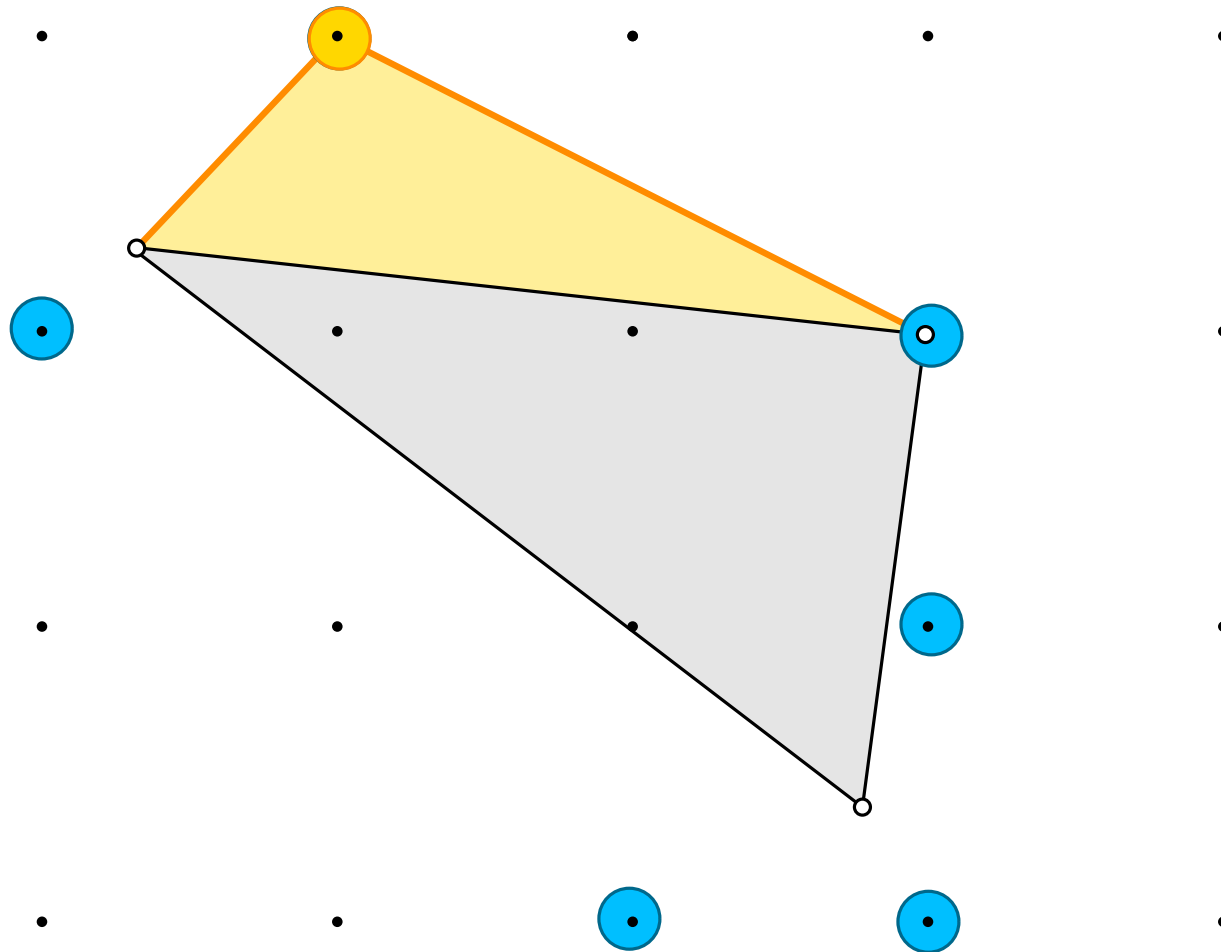
nr positive halfspaces



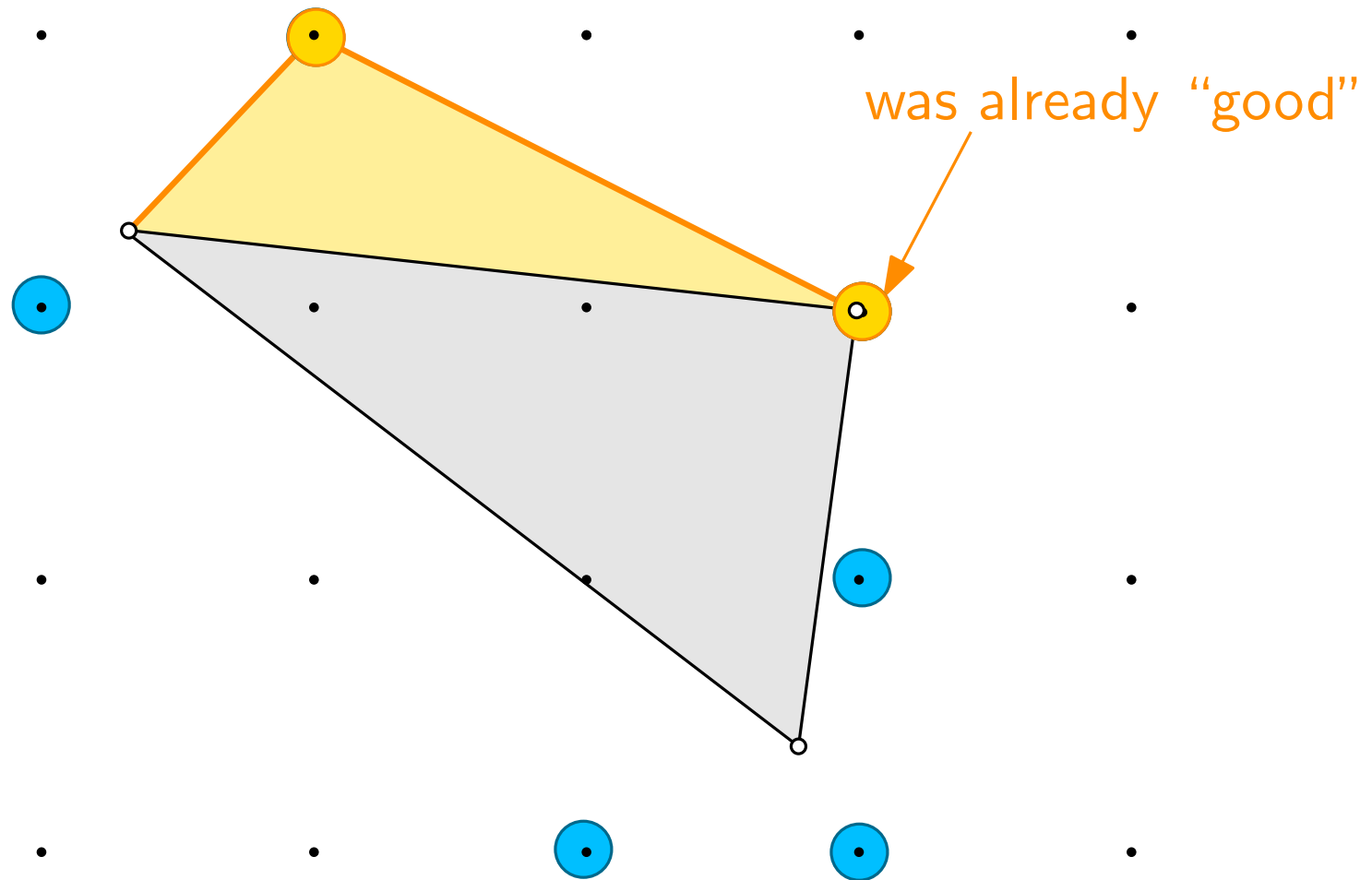
Partial Fourier-Motzkin Elimination



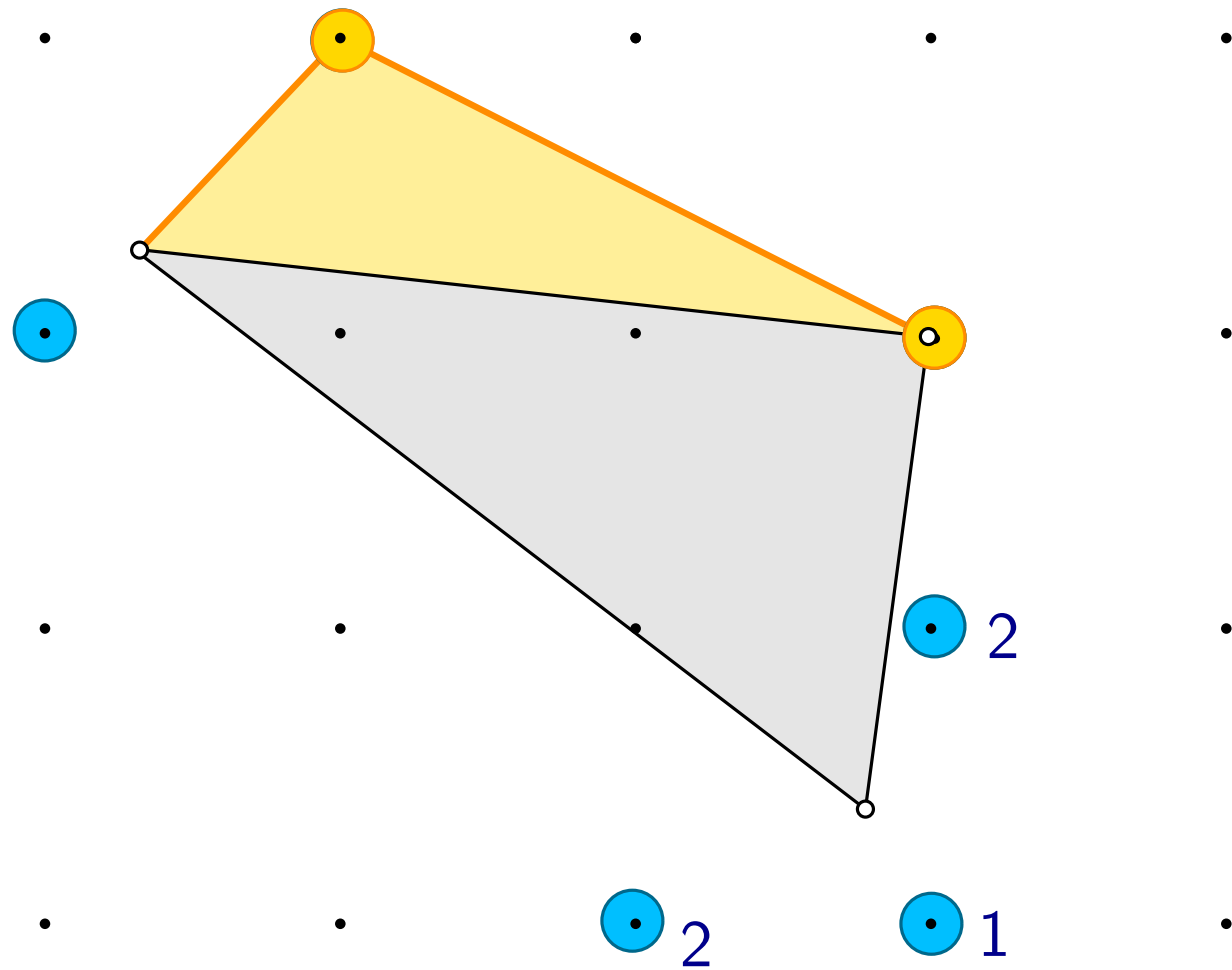
Partial Fourier-Motzkin Elimination



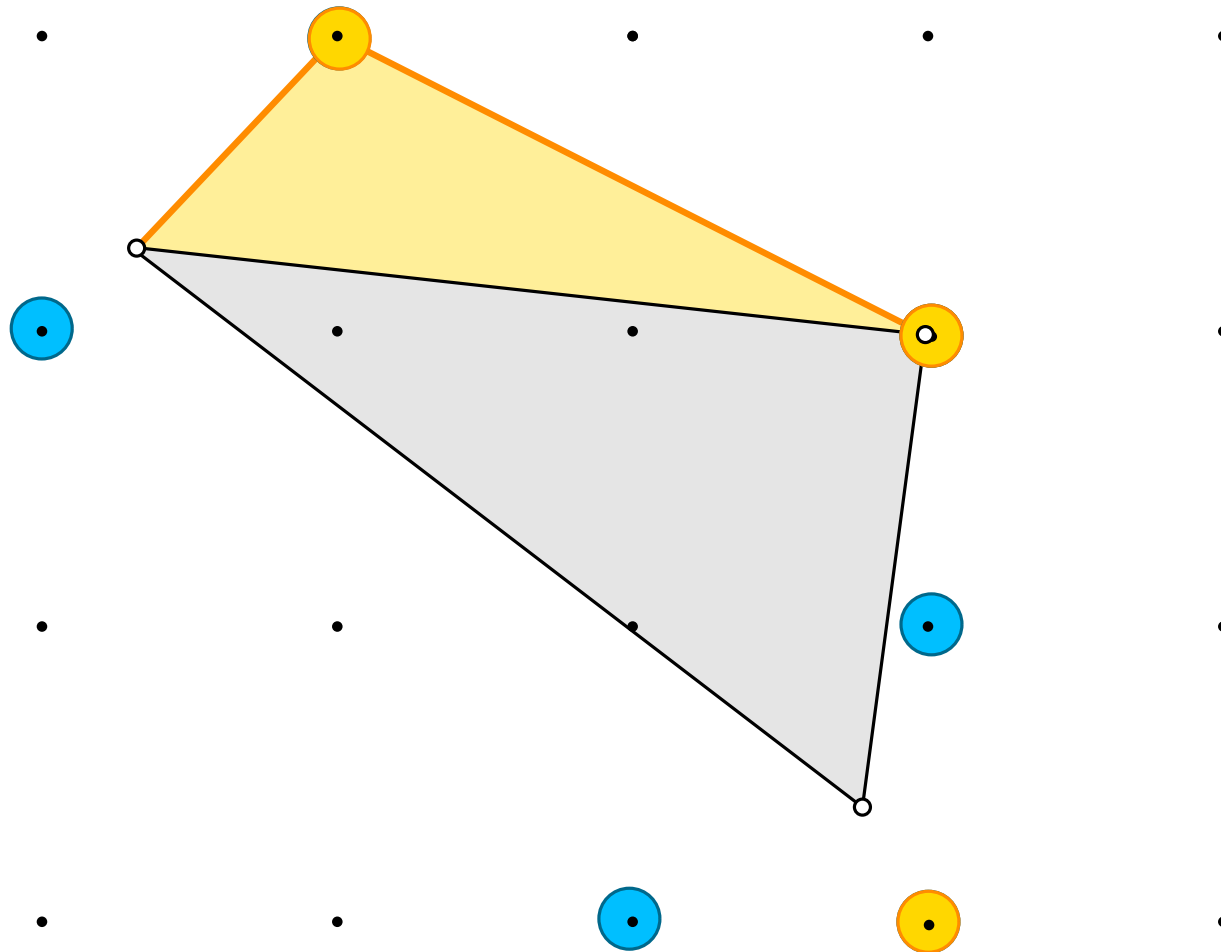
Partial Fourier-Motzkin Elimination



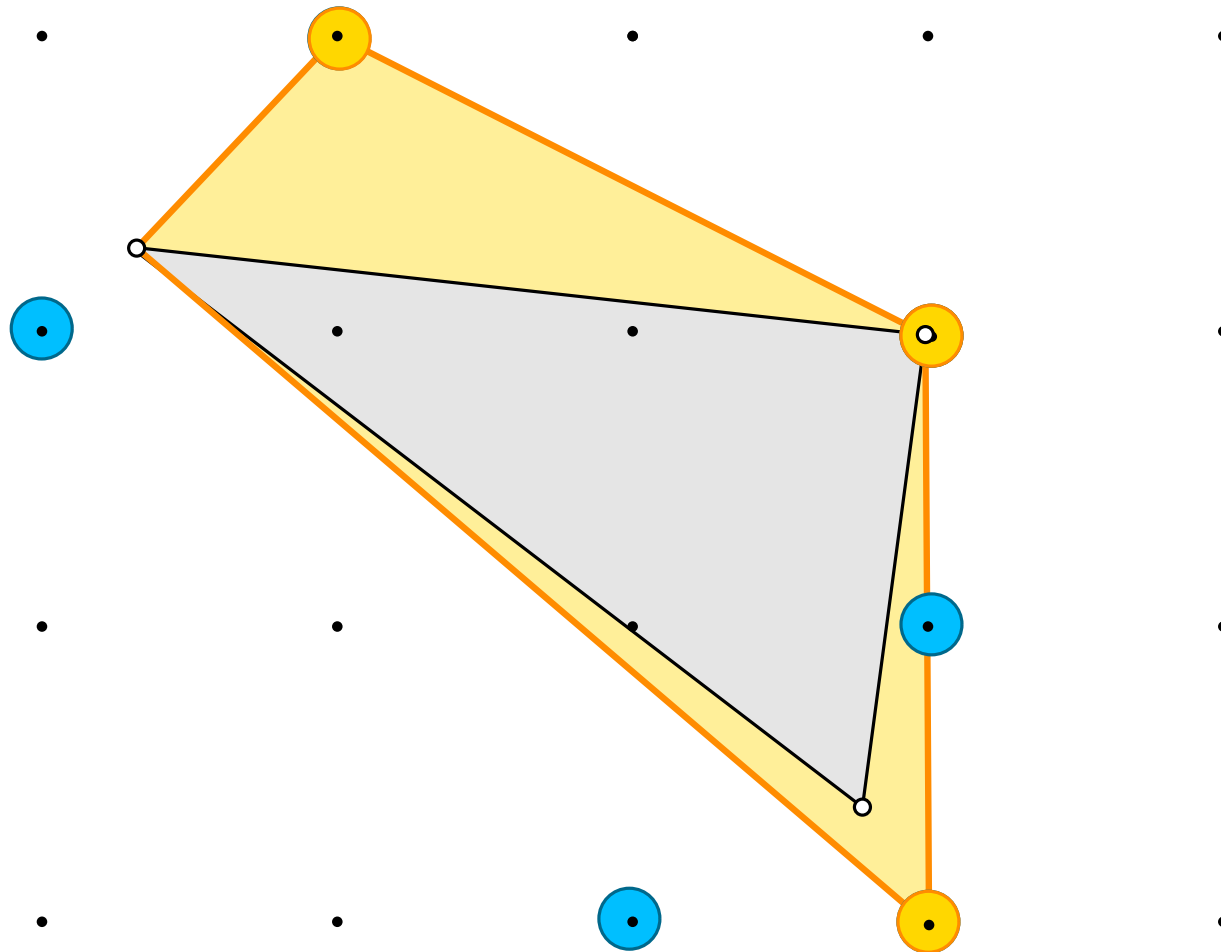
Partial Fourier-Motzkin Elimination



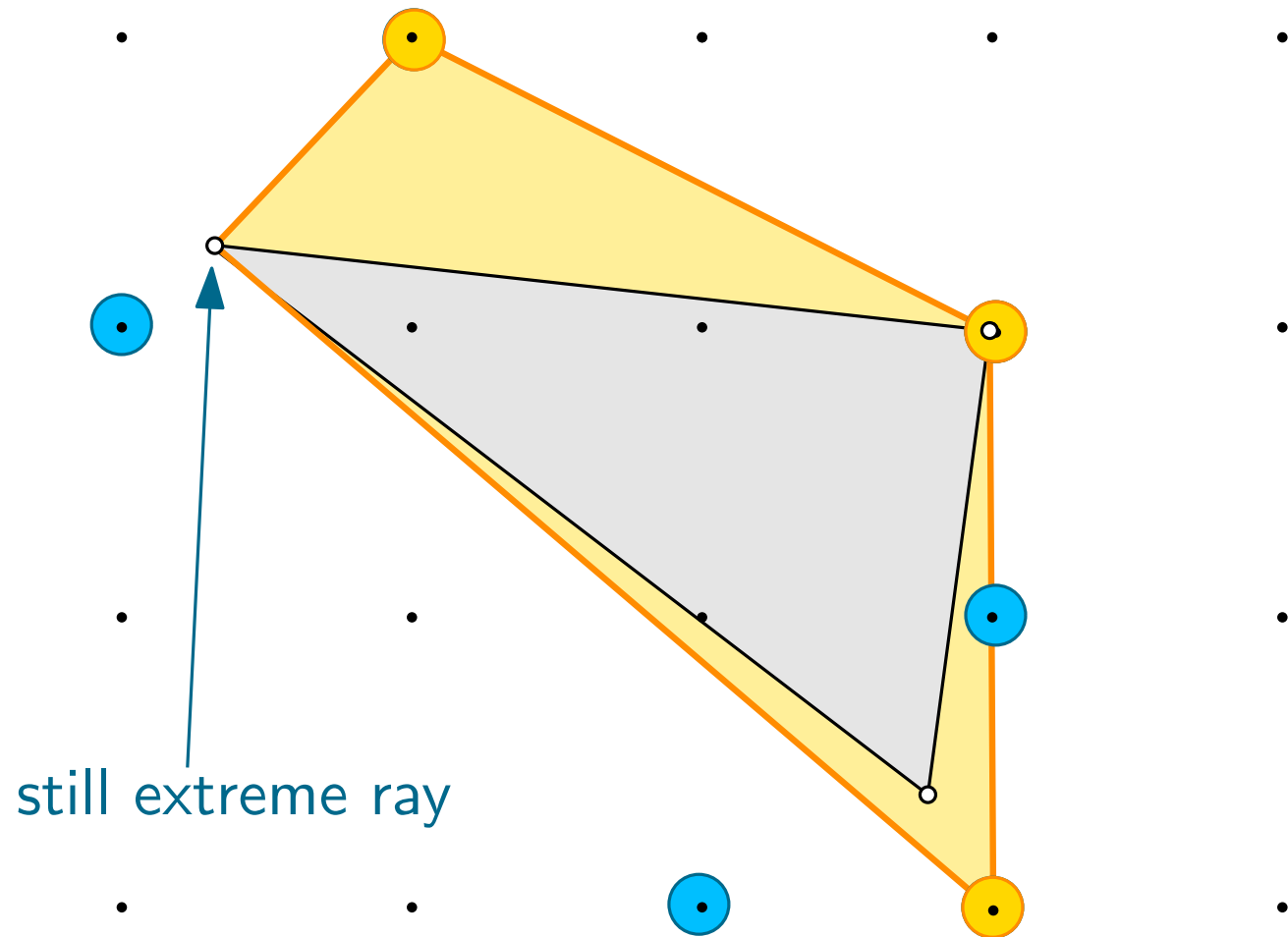
Partial Fourier-Motzkin Elimination



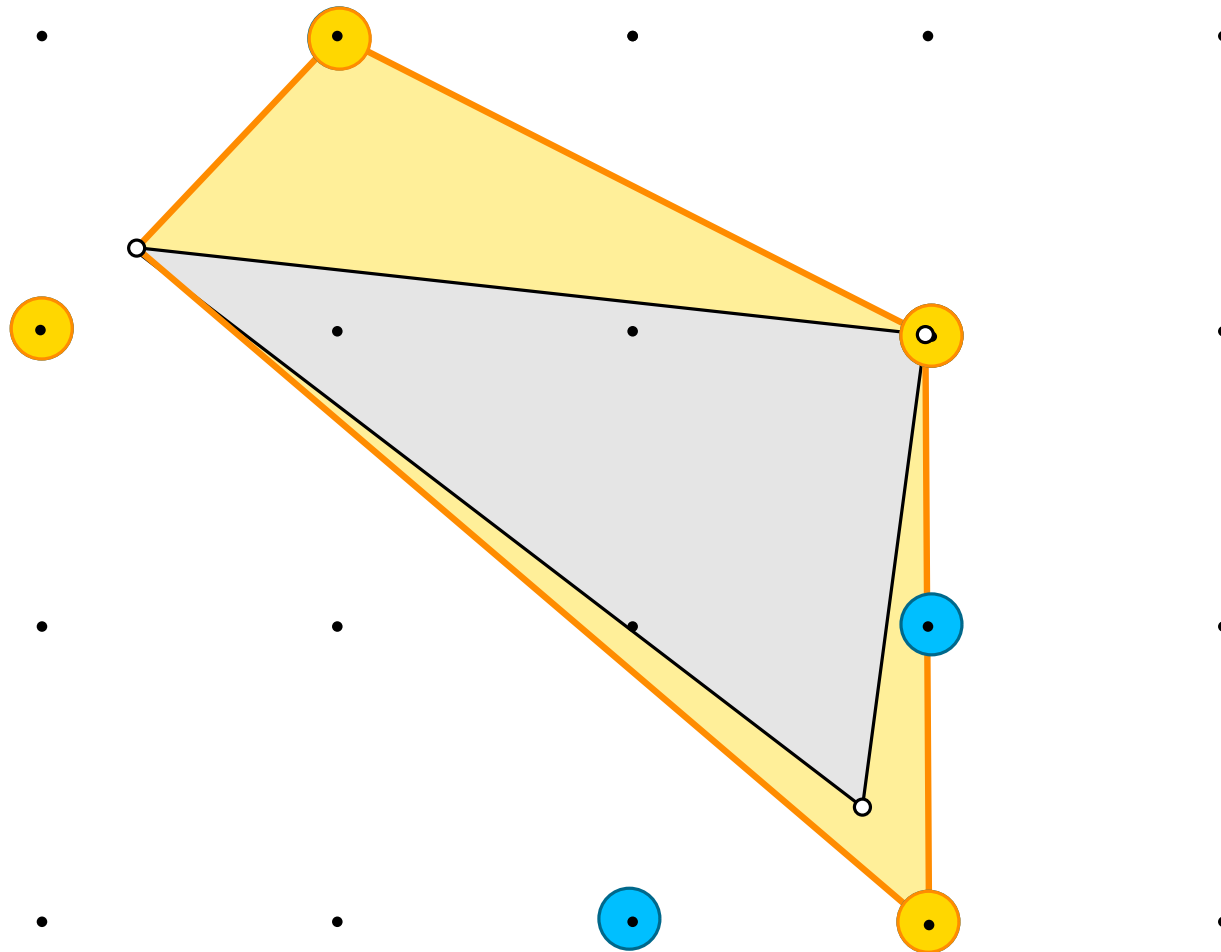
Partial Fourier-Motzkin Elimination



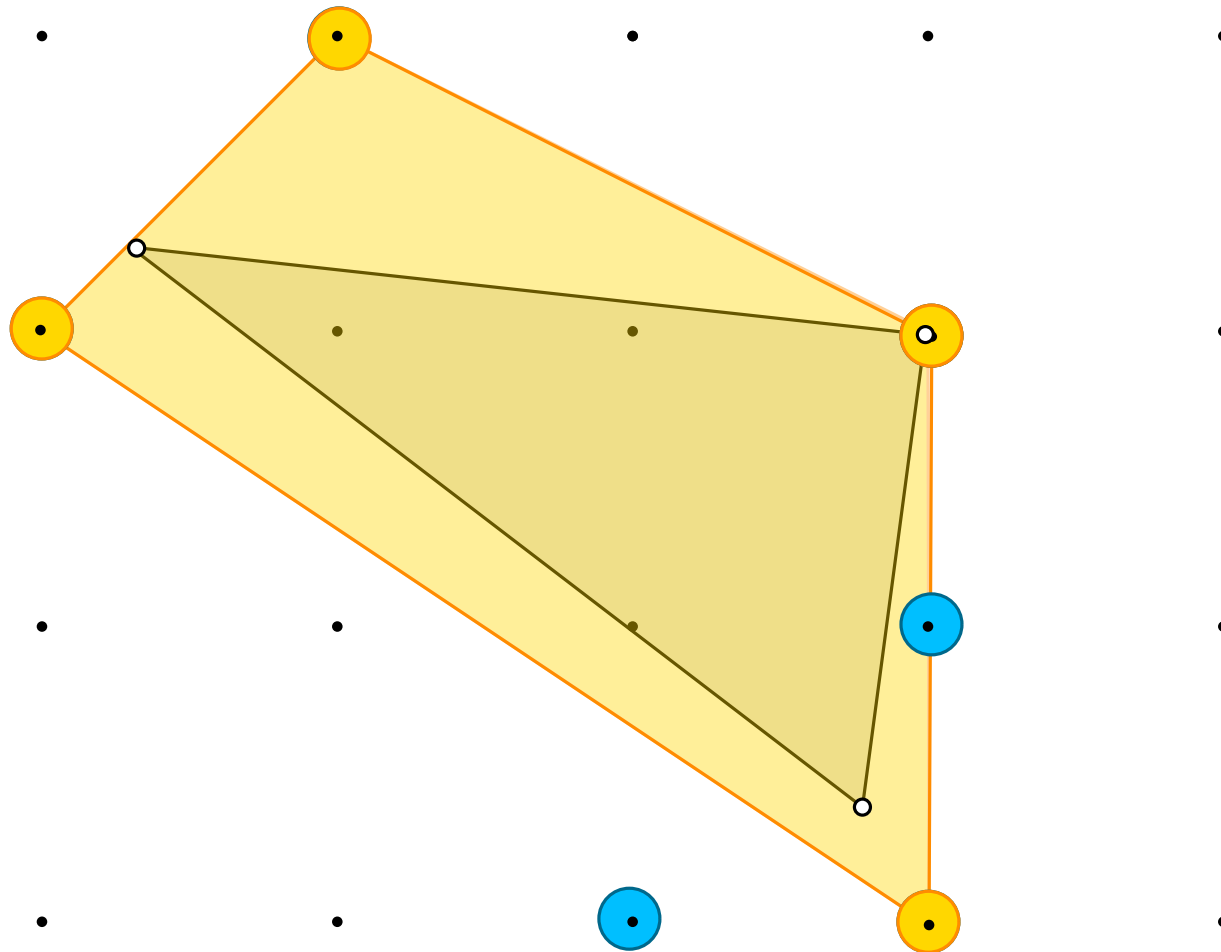
Partial Fourier-Motzkin Elimination



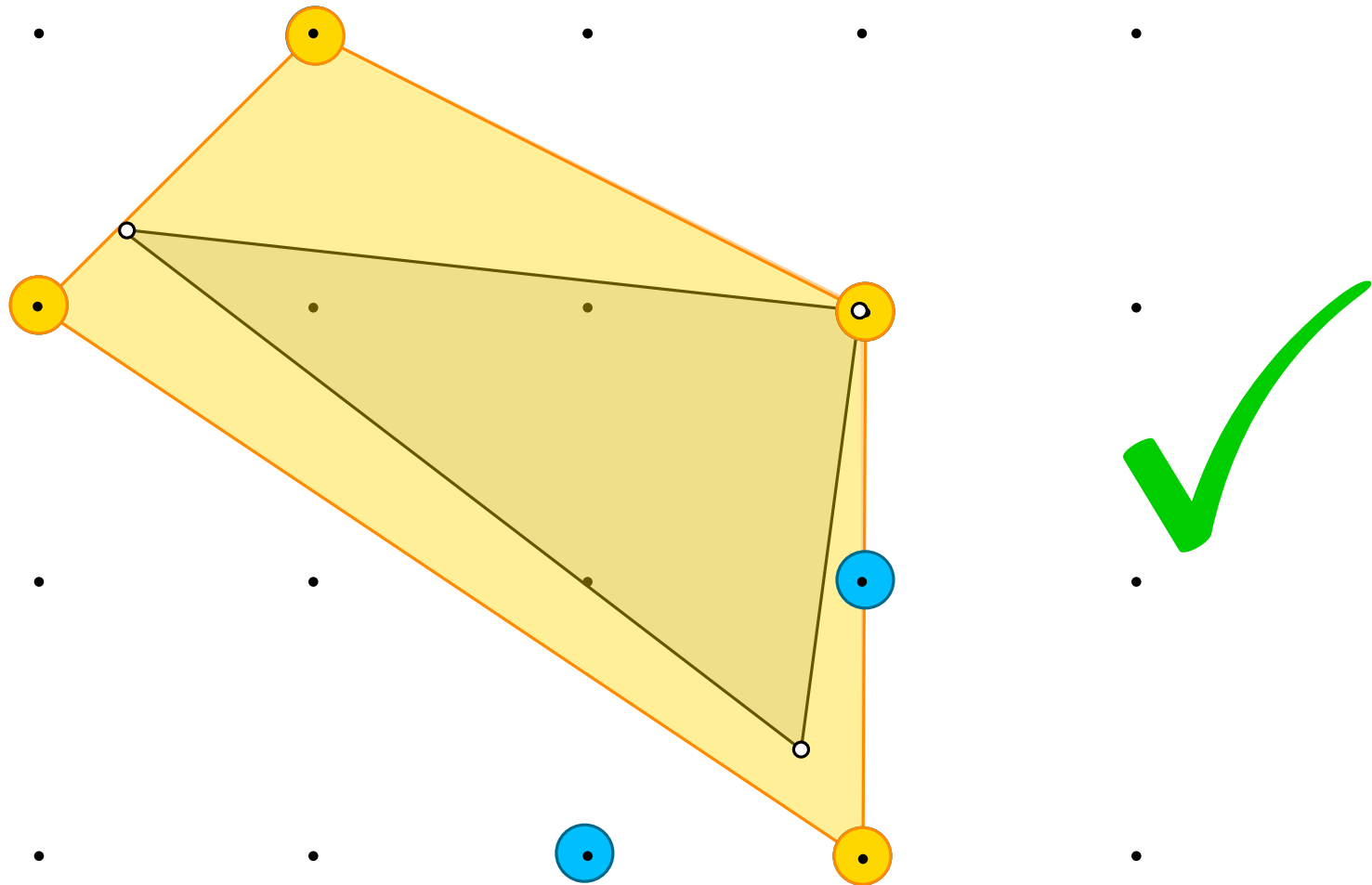
Partial Fourier-Motzkin Elimination



Partial Fourier-Motzkin Elimination



Partial Fourier-Motzkin Elimination



Results

	hickerson-16		hickerson-18		knapsack_11_60	
simplex vol	9.83 e 7		4.17 e 14		2.8 e 14	
bottom vol	8.10 e 5		3.86 e 7		2.02 e 7	
	(1)	(2)	(1)	(2)	(1)	(2)
our vol	3.93 e 6	3.93 e 6	5.47 e 7	8.42 e 7	2.39 e 7	9.36 e 9
factor	25	25	7.62 e 6	4.95 e 6	1.09 e 7	2.99 e 4
old time	2s		>12d		>8d	
new time	0.5s	0.4s	46s	50s	5s	2m30s

Results

	hickerson-16		hickerson-18		knapsack_11_60	
simplex vol	9.83 e 7		4.17 e 14		2.8 e 14	
bottom vol	8.10 e 5		3.86 e 7		2.02 e 7	
	(1)	(2)	(1)	(2)	(1)	(2)
our vol	3.93 e 6	3.93 e 6	5.47 e 7	8.42 e 7	2.39 e 7	9.36 e 9
factor	25	25	7.62 e 6	4.95 e 6	1.09 e 7	2.99 e 4
old time	2s		>12d		>8d	
new time	0.5s	0.4s	46s	50s	5s	2m30s

Partial Fourier-Motzkin:

no significant improvment, even in the non-simplicial case